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MEGADRIVE PC ENGINE LYNX NINTENDO

FEBRUARY '91 No. 111

COMPUTER +video GAMES

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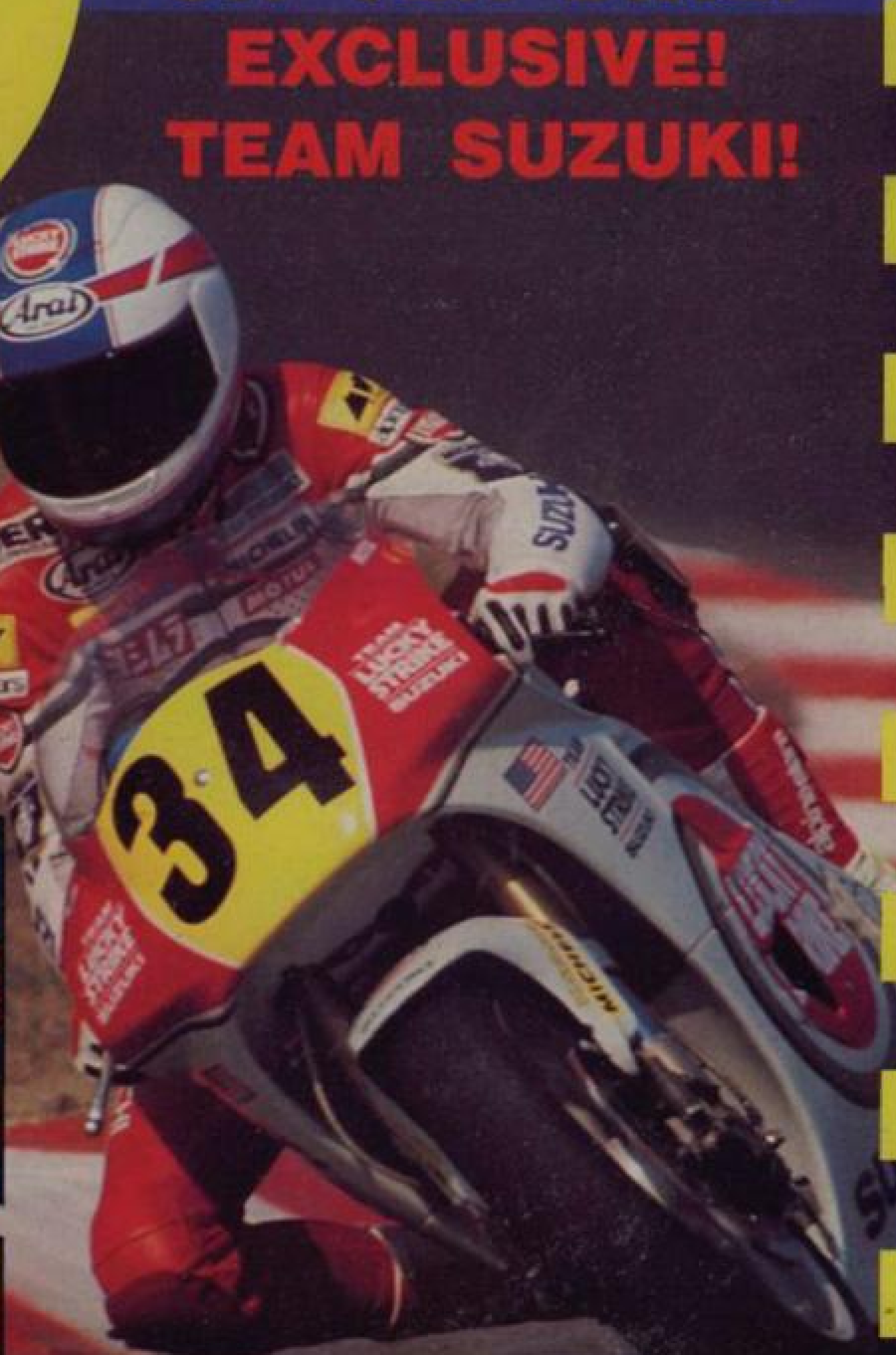

REVIEWED!

GAZZA 2 • IMPOSSIBLE MISSION
HARD DRIVIN' • TOTAL RECALL
SHADOW DANCER • STUN RUNNER

MICKEY MOUSE!
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EVER!

MICKEY MOUSE!
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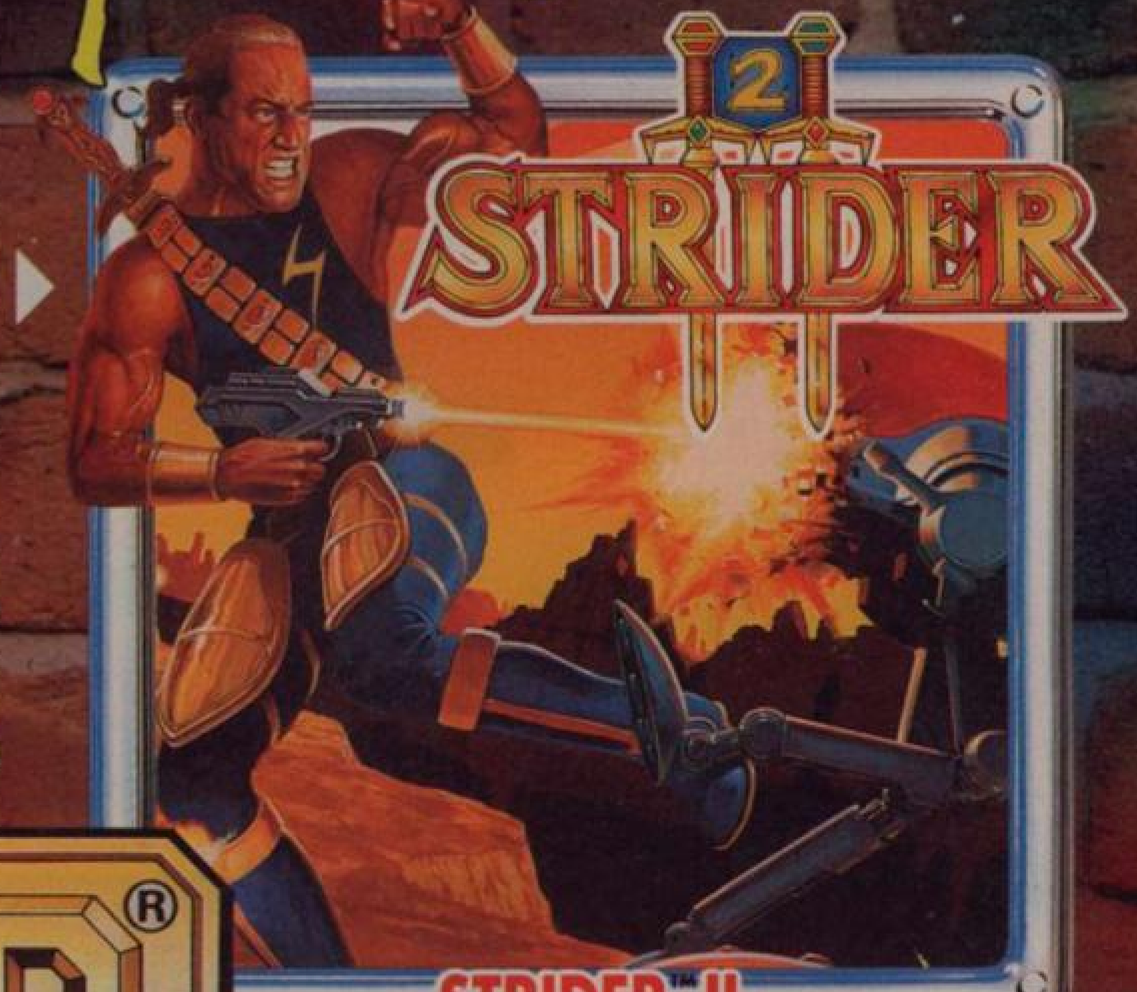

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Yet another hand-held console emerges - Cheetah's Gamate! Will it beat the Game Boy and the Lynx? We've also got the usual batch of featurettes and snippets, including RoboCop III (ooh!) and some of the new Lynx releases for 1991! Arrgh!

NEW YEAR COMPOS!

WIN A FAMICOM WITH THE HOTLINES! 20

As well as the usual Megadrive, Lynx and Gameboy, we're giving away a fabulous Super Famicom to one lucky hotline-dialer.

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Coo - yet another whopping sackful of cheats, hints, tips and POKES, including tips for James Pond, Golden Axe, Super Mario III and much, much more!

GET NARCED! 35

How'd'ya fancy a brand spanking new Amiga 500 with a colour monitor? Then have a gander at this amazing Ocean compo!

THE CHALLENGE! 36

Howway the lads! C+VG United take on another brave (mad?) C+VG challenger and the designer of Anco's mega footy masterpiece, Kick Off 2! Who wins? Who loses? Who cares? Find out!

ARCADE ACTION 92

[illegible]

PREVIEWS 100

Phew! This month, we have a sneaky peek at Dragon's Lair II: Time Warp, UbiSoft's Pro Tennis Tour II, Battle Storm from Titus, and two new biggies from Graftgold, Fire and Ice, and the cracking Realms!

MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Glancey ALL-NEW ART EDITOR: Jon Billington STAFF WRITERS: Richard "Groove" Leadbetter, Rob Swan AD MANAGER: Nigel Taylor DEP AD MANAGER: Martha Moloughney SALES EXEC: Alan Dykes PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor
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MANAGING EDITOR: JULIAN RIGNALL
Hardworking bloke that he is, Jaz made sure that both C+VG and MEAN MACHINES were safely put to bed before anyone started celebrating. But once everything was done, the long-haired one got down and showed he could party with the best of 'em!

ELIMINATOR
HEWSON

▲ *Topper budget gear reviewed on page 58!*

REVIEWED THIS MONTH

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S

COMPUTER +video GAMES

50600
PAUSE

▲ *One Ninja and his dog - Megadrive Shadow Dancer reviewed on page 76!*

WHAT, EVEN MORE?

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ASSOCIATE EDITOR: PAUL GLANCEY
Paul enjoyed a quiet Christmas, with a cup of tea (PG, perhaps? - Jaz), sitting in front of the box watching his favourite Bing Crosby movies. New Year was a different matter altogether, when our resident brainbox showed 'em exactly what he could do!

STAFF WRITER: RICHARD LEADBETTER
You wouldn't believe the amount of food Rich ate over the festive season, but after intense training at the Fitness Centre for Wobbly Journalists, the cool dude of Witham is fit enough to test yet more new games to their limit. How does he do it?

STAFF WRITER: ROBERT SWAN
After causing unbelievable amounts of devastation and chaos over Christmas and the New Year (ha ha ha!), our metal maniac is now in the process of growing his beard back! Will the mad fool ever make up his mind?

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings - in short, how good the game really is!

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

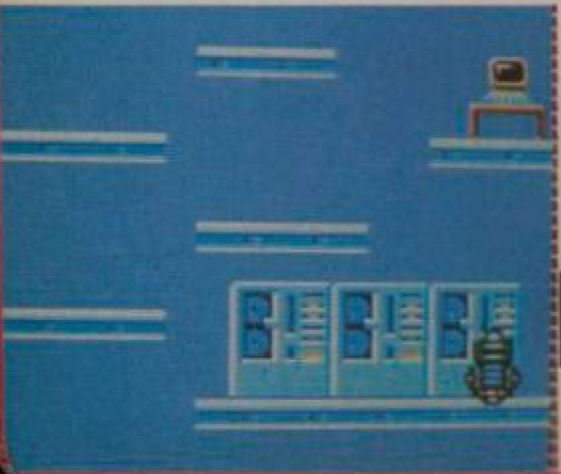
70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Yeurgh! Digital garbage that's destined for the dustbin!



THE REVIEWERS

PAUL GLANCEY

C+VG's resident Einstein, who enjoys the occasional blast, but much prefers something to stimulate the old cerebellum.

RICHARD LEADBETTER

The strutting style king who would rather play a beat 'em up more than anything else.

MATT REGAN

C+VG's strategist and adventure master, who's always up to his neck in some RPG or another.

ROBERT SWAN

The madcap metal monster who'll play anything, but give him a sim and he'll go completely bananas!

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C+VG HIT! REVIEWS

TEAM SUZUKI 14

Two-wheeled thrills 'n' spills, with Gremlin's cracking 3D bike sim! It's hot!

IMPOSSIBLE MISSION 36

The Epyx classic, converted to the Master System, and it's the business!

LEMMINGS 42

Madcap hilarity with Psygnosis, and well deserving of a HIT!

CAR-VUP 68

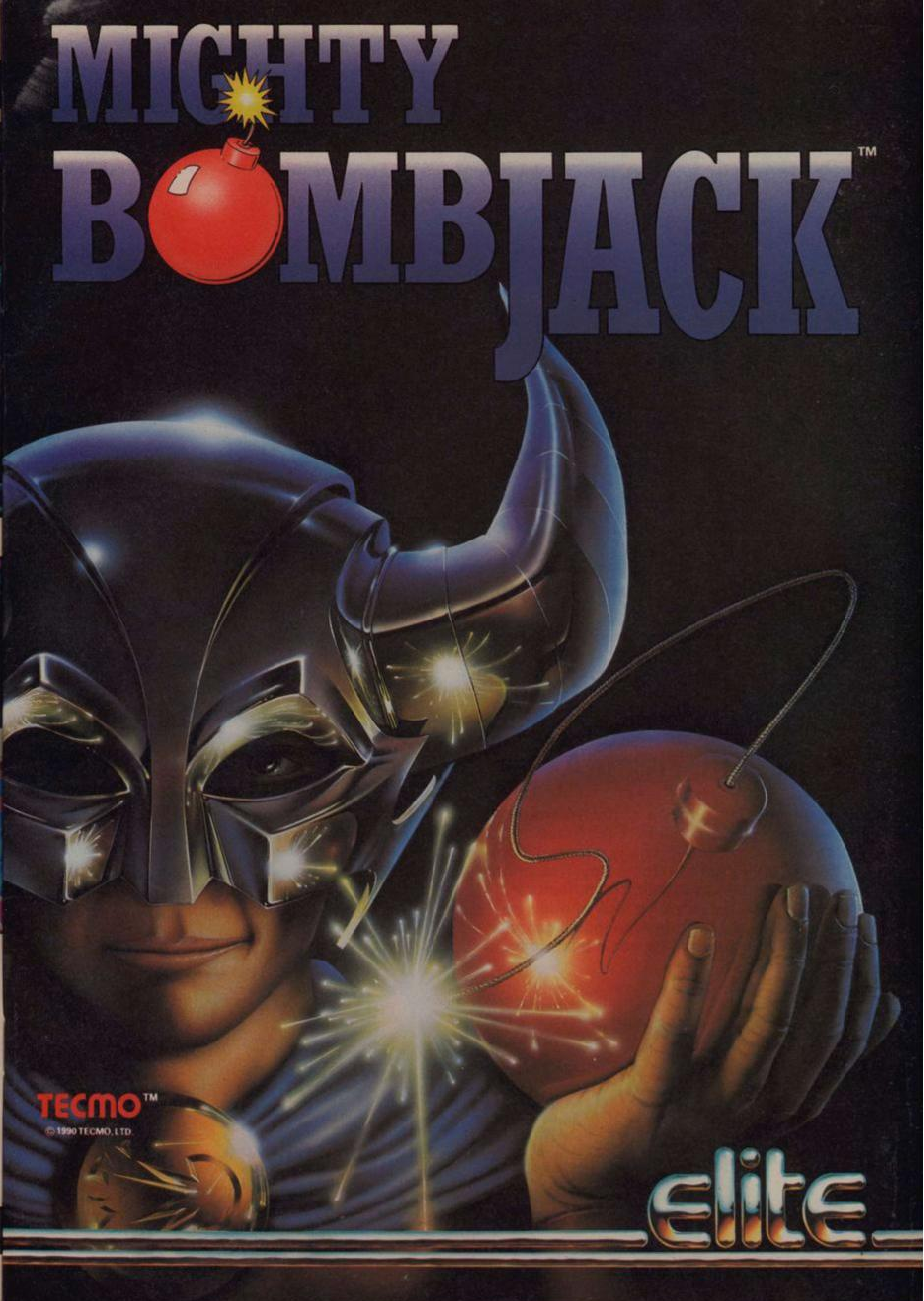
Save Cartoon Land from the forces of Darkness, courtesy of Core!

EXTERMINATOR 78

Let your fingers do the blasting, with Audiogenic's first-ever coin-op conversion, and it's a smasher!

MICKEY MOUSE 84

The most famous rodent in the world hits the Master System and blows everything else into oblivion!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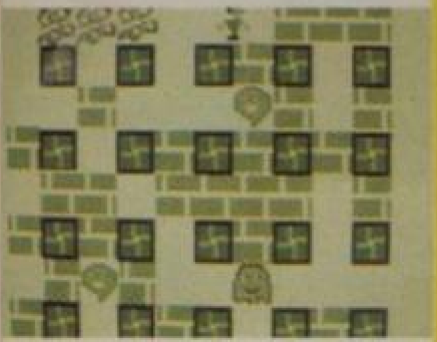
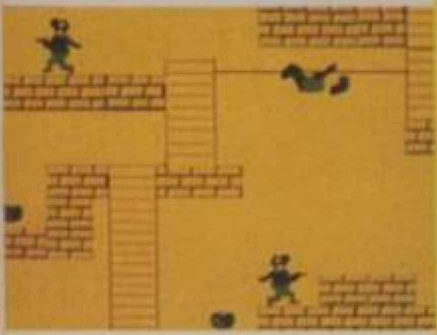
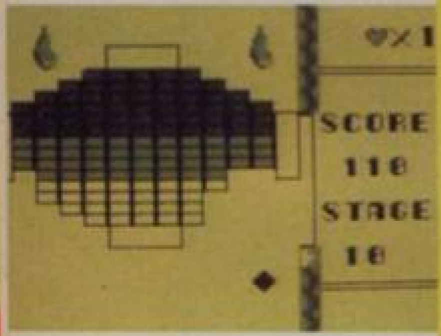
NEWS







GAME-TASTIC, MATE?

There are a fair few portable consoles around at the moment, but the latest to reach these shores is the Gamate. Originally released in the Far East shortly after the Game Boy, it is being marketed in Britain by joystick manufacturer, Cheetah. Robert Swan took a look at this new beastie, and asked the question, has it got what it takes to better Nintendo's world-beating hand-held?

THE HARDWARE

The Gamate measures 168mm x 99mm x 33.5mm, and weighs in at 300g with the four AA batteries (which are thoughtfully supplied) installed. Like the Game Boy, the Gamate three-inch screen is capable of producing high resolution graphics in four shades of grey. Unfortunately, the screen is prone to very bad blurring when anything moves across it. The Game Boy also suffers from this problem, but for some reason the Gamate blur-o-vision is much more conspicuous, and consequently, much more irritating.

The machine has a built-in speaker (capable of putting out a grand total of 10 milliwatts of sound) and for those moments of private gaming, the package contains a pair of in-the-ear headphones, which plug into the stereo jack socket.

Optional extras are a two-player link lead (an item which seems to be de rigeur on handhelds these days), and a power adapter and a battery charger, to save on those hefty Ever Ready bills. Incidentally, the lack of a colour screen should mean that the Gamate's battery life is considerably longer than that of the Lynx, and should be comparable with the Game Boy's 25 hours.

THE SOFTWARE

There are currently twelve games in the Gamate catalogue, all of which come on PC Engine-style memory cards and cost £14.95. Each game is gifted with an imaginative name (such as Mighty Tank, Mini Golf, Tennis or Galaxy Invaders), and the sort of bizarre storyline which can only have been caused by a half-qualified translator.

Witty Apee (the card you get with the machine) is a sort of platforms-and-ladders caper along the lines of Lode Runner which puts the eponymous (and witty) Apee up against nasty gardeners and "German Shepherds" ("Achtung! Get avay from mein sheep!") in the Kingdom of Fruits.

Enchanted Bricks is a Breakout game, in which (get this) you have to save Little Red Riding Hood's granny by bouncing

GAMATE
COMPACT VIDEO GAME SYSTEM
ATTACHED:
• GAME SYSTEM CONSOLE
• STEREO HEADPHONE
• MANUAL
GAMATE
BALL STORM

her crystal ball against the bricks in Big Wolf's wall! The only diference in gameplay terms is the fact that the bricks plod around the screen, and nasty sprites appear occasionally to attack the player's paddle.

Finally, we saw Bomb Blaster, an overhead maze game in which you have to find your way out of a haunted mansion by blowing up walls and ghosts with special bombs.

I'm sad to say that all three games were very poor indeed, with graphics bearing a remarkable resemblance to those from the earliest Spectrum games, sound that's enough to have you fiddling with the volume switch in seconds. The blurry screen also makes each one extremely difficult and frustrating to play. Trying to follow the ball in Enchanted Bricks, for example, is enough to drive you completely myopic!

THE VERDICT

The Gamate biggest fault is the poor-quality LCD screen, which is actually painful to look at for any great length of time. Luckily, none of the games are sufficiently addictive to keep you playing for much longer than half an hour or so.

At £59.95 (only ten quid cheaper than the Game Boy) the Gamate isn't a great purchase. With Nintendo's hand-held grabbing all the big-name licenses, it's hard to imagine the Gamate having any sort of future to speak of, unless Cheetah produce games which, like Tetris, need no big-name selling. Potential buyers would be well advised to leave this on the shelf, and have a look at the Game Boy instead.

BETTY PLUGS IT INTO A SEGA

According to that prestigious non-chart-topping organ, Smash Hits, Betty Boo (very attractive young lady - ED) wanted a Sega Master System, with a copy of Chase HQ for Christmas!

Unfortunately, not having the red-hot music biz contacts of our colleagues on Smash Hits, we were unable to find out whether or not Santa did in fact leave said items in her capacious stocking. But we reckon Miss Boo couldn't do better than read C+VG or MEAN MACHINES for the latest in red-hot Sega reviews (End of Thinly-Veiled Plug).

Come to think of it, which machine would you reckon the stars of stage and screen would want for Chrimbo? Scribble your ideas down on a postcard or sealed envelope, and bung 'em to the usual address, marked "I **BET DON ESTELLE WANTS A GAMEBOY**" (Um, yeah... - ED). The funniest (or weirdest) will be on the receiving end of a mystery prize, so get thinking!

IS THIS A COP-OUT?

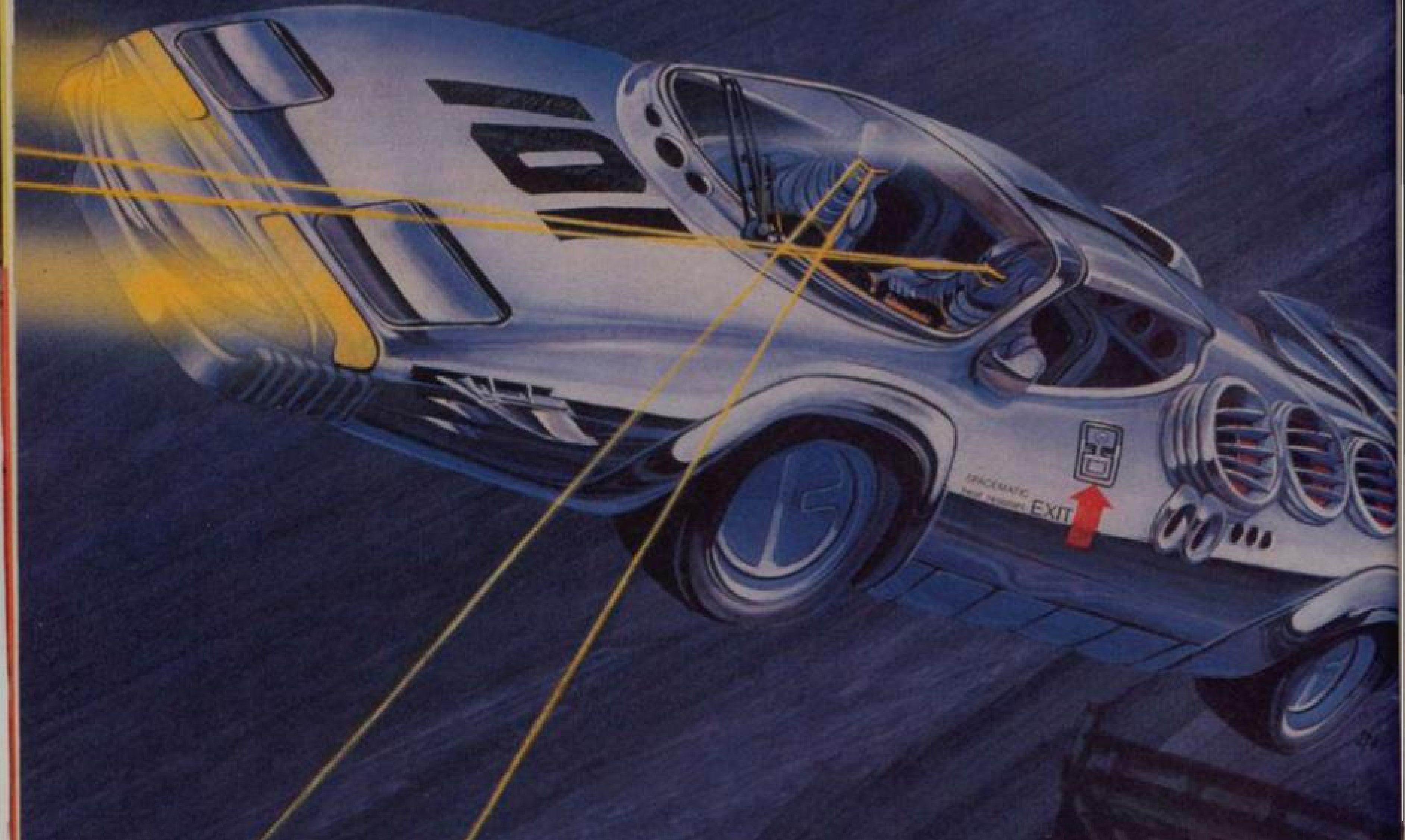
After the record-breaking original, and its "bloody hard" sequel, Ocean are planning a third RoboCop game! According to industry journal, Computer Trade Weekly, RoboCop III is penciled in as one of Ocean's big releases for the autumn of 1991. Production is just starting on Robo III, and the word is, unlike the first two, instead of being an 18 certificate, the third film will be either a 12 or PG certificate, and will contain a heck of a lot less violence. Will this wreck the titanium-coated copper's image, we ask ourselves? The only way to find out is to wait and see, so keep taking the regular doses of C+VG to find out.

LOADSA LYNX LUNACY

It's all happening on the Lynx, y'know. Apart from the 50 quid price cut, there's a fair few new titles out, and the good news is that there's more to come. Specific dates are yet to be finalised, but the list of releases for 1991 is as follows (deep breath):

3D Barrage, 720 Degrees, APB, Basketbrawl, Blockout, Chequered Flag, Gridrunner, Casino, NFL Super Bowl, Ninja Gaiden, PacLand, Pinball Shuffle, Rampage, RoboSquash, Rygar, Scrapyard Dog, Shanghai, STUN Runner, Turbo Sub, Tournament Cyberball 2071, Vindicators, Warbirds, World Cup Soccer and Xybots!

Phewee! Watch out for reviews of the above when we can get hold of copies!



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IBM PC & Compatibles, CGA, EGA, VGA/256 or Tandy graphics, Roland, Soundblaster or Adlib sound cards. Amiga and Atari ST available January 1991.

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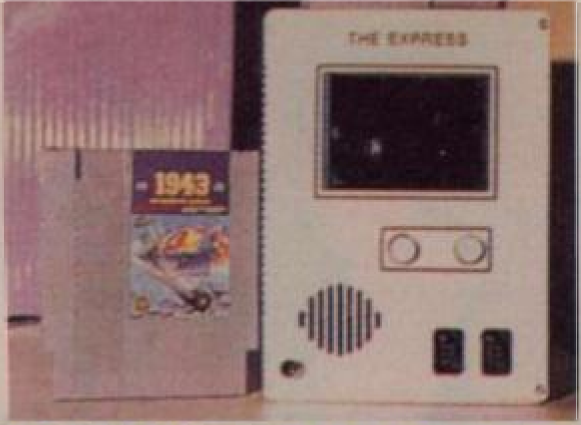

POCKET PIRATE SHOCKER!

Ruddy heck, those Japanese are a bit on the inventive side, aren't they? Obviously bored with the Game Boy, Game Gear, Lynx, TurboExpress and all the other portable consoles available, some electronics whiz has come up with - wait for it - the portable Nintendo! As you can see from the pic, it looks a bit cumbersome and you still have to plug standard Nintendo joypads into the unit so it's not the sort of thing you could start playing on the train.

But no, wait, because the thing is, y'see, the unit is completely illegal, so there's no chance of ever getting your grubby mitts on one! Codenamed the "Express", and built by Japanese technopirates from the guts of a normal NES, it can use all existing Nintendo games! Oh, well, never mind, there's always the Game Boy (which is perfectly legal, and doesn't make you go blind)...

COMMODORE CARTS A-GO-GO!

For those of you that are dribbling at the prospect of new cartridges for the C64 or GS, you may be more than a touch interested in two new carts about to hit the streets. Both are compilations of old software which have been repackaged by The Disk Company, and both cost £24.99. The first cartridge, Fun Play, contains three old Code Masters budget games, namely Pro Tennis (decent tennis game), Pro Skateboard (decent skateboard game) and Fast Food (simplistic maze o' food game). All three are pretty jolly to play, but we suspect that most 64 owners would rather pay less than a tenner for the tape versions than £25 for the cartridge.

The Disk Company's other cartridge is much better value, though, and features three of Microprose's best C64 games ever - Rick Dangerous (highly addictive platform game), MicroProse Soccer (excellent footy sim) and Stunt Car Racer (primo drive rama!), for the same £24.99!

PAUSED
1 630
0:21

THE AMAZING TANGLE-FREE JOYSTICK

Having problems with your joystick leads getting all tangled up? Well, we at C+VG have no such problems because those lovely people at PC Engine Supplies (who are changing their names to Console Concepts) of Stoke were kind enough to send us down the Freedom 16, an infra-red stick with no wires! Wireless joysticks aren't a new idea, by any stretch, so we had a look to see if this new stick improved on the theory.

The stick itself is quite responsive, and does the job nicely - the main problem is the infra-red idea, which is the whole basis of the controller. Unless you're playing in a secure environment (ie not the C+VG computer room), it's quite easy to break the infra-red beam, rendering the joystick suddenly ineffective in the midst of that death-defying leap! Another hang-up is that the thing needs four AA batteries - so if these pack up half way through a game, you're snookered!

If you've got batteries coming out of your ears, though, you could try ringing... the casualty department of your nearest hospital! Haha, ahem, no. PC Engine Supplies (or rather, Console Concepts) are on 0782 712759.

ACEMORE
START
SELECT
A • B • C

GREMLIN HIT IT

Gremlin have unleashed the 16 Bit Hit Machine, a compilation for the ST and Amiga consisting of Super Cars, Skidz, the totally awesome Switchblade, and Axel's Magic Hammer, for the grand total of £24.99. So, if these titles are getting you drooling at the mouth, grab those notes, and high-tail it off down to Mr. Gumby's Little Shop of Software, and grab it quick!

SALES OFFICES
CLASS: 1
GARAGE
ENTRANCE

ALL CHANGE PLEASE!

With the results of our extensive survey in, we've come to the conclusion that you lot want C+VG to have a super-spiffy new look. So, the mag you're holding in your sweaty palms right now is about to undergo the most intensive dramatic surgery imaginable, and will emerge from the operating table next month even better than before! Impossible, we hear you cry! But no, because we have an all-new designer who goes by the name of "Jon Billington" (ex of Titan Books!), and we intend to make Britain's best-selling computer mag even more colourful, more informative, and even more gobsmacking than you could possibly imagine, and for the same super cheap price of £1.30! Aren't we good to you?

JOURNALIST REVEALS FAMICOM SOURCE!

Many apologies to Advanced Console Entertainment of Osnaburgh St, London, who were kind enough to loan us the Super Famicom for last month's feature. So overwhelmed was Rob by the machine, he forgot to include a "thank you"! So here it is. Thank you.

CART

P

A WHOLE NEW WORLD
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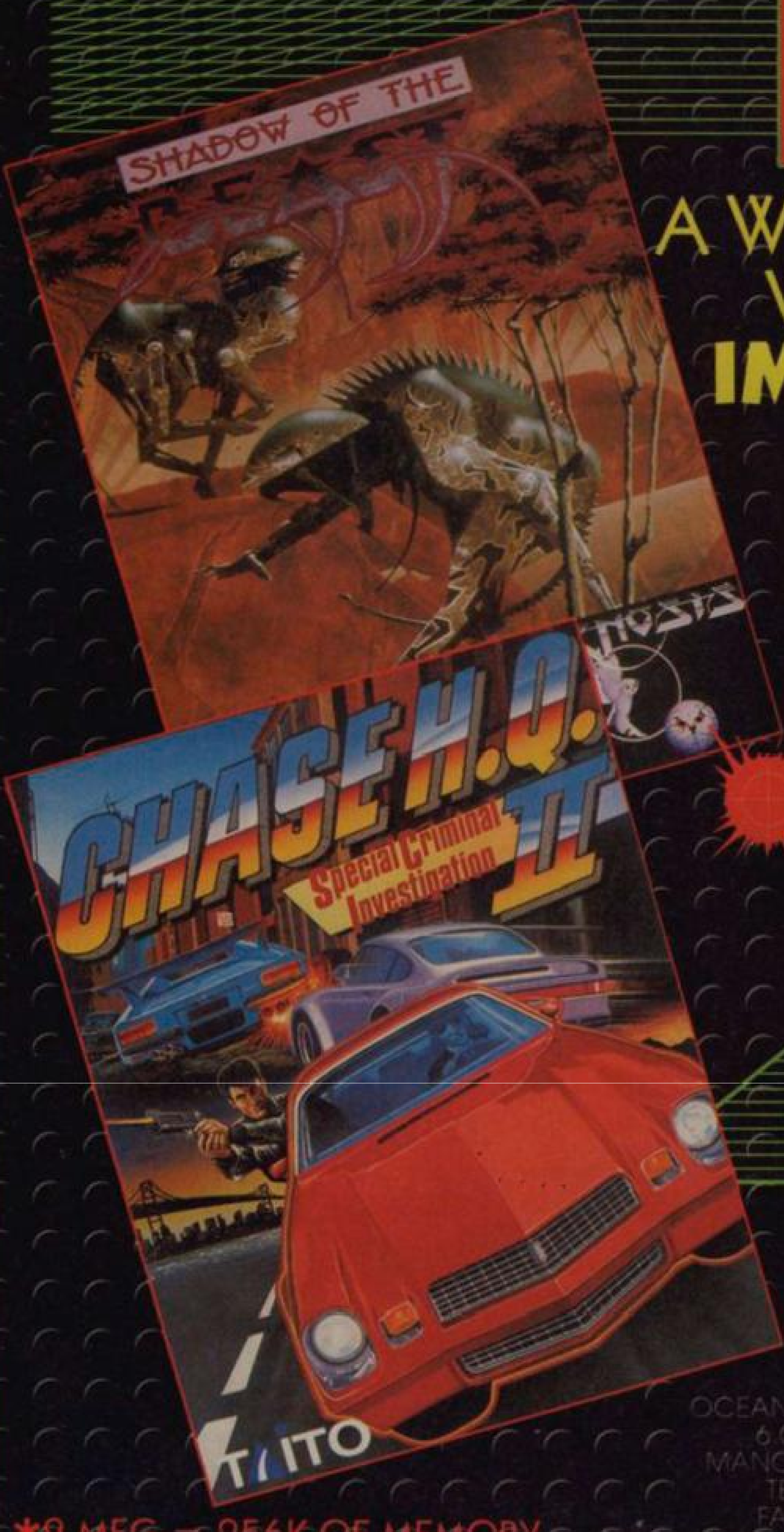
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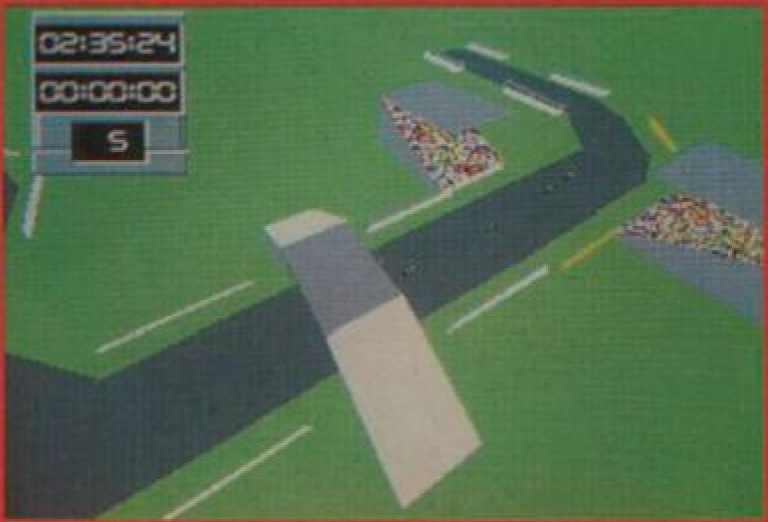
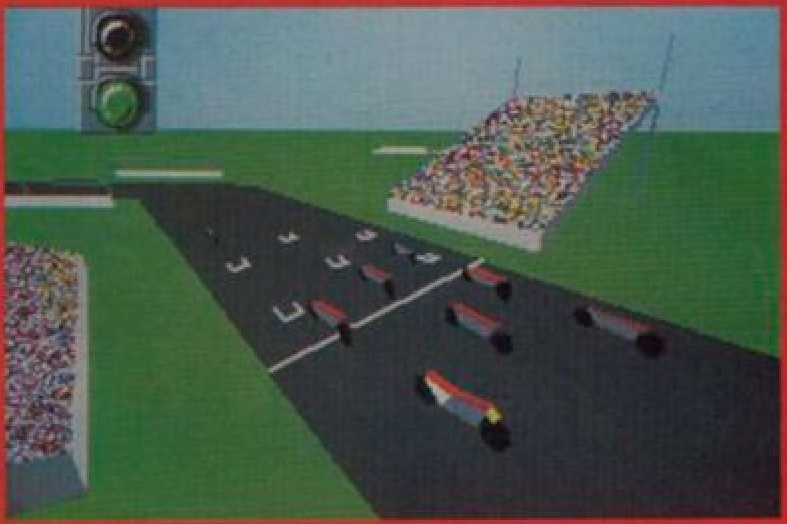




BY GREMLIN

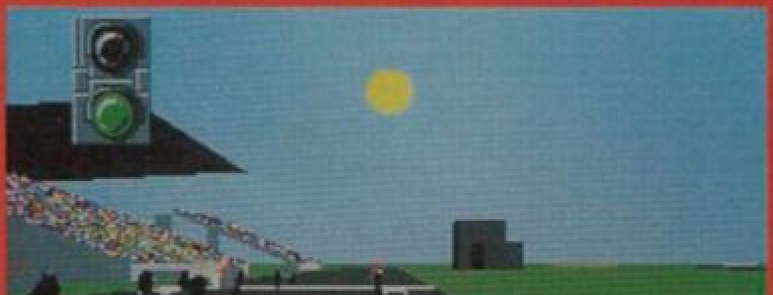
The Suzuki 500 - a mean, sleek powerful racing motorbike capable of a top speed of 186 mph, and the subject of Gremlin's latest racer. The object of the game is to become World Champion, by winning as many races as possible during a season of sixteen - all raced round various circuits from some of the most challenging courses from around the world!

There are three classes of bike to ride - the 125cc (the easiest to ride, as it has automatic gears), the 250cc, and for the real headcases, the 500cc, favoured by such riders as Kevin Schwantz and Niall Mackenzie. After choosing which class you want to race in, you can either drive a practice circuit, go in for a single race, or go the whole hog, and enter for the full season.

The courses and the bikes are displayed in filled 3D vector graphics and the race can be viewed either from the rider's point of view, or (if in practice mode) from any camera angle (although looking at the bike from about two feet in front is not a good idea at 120mph!). If you think a rider may be burning up behind you, you can take a quick peek over your shoulder, and act accordingly - but don't look behind for too long or you'll be in trouble!

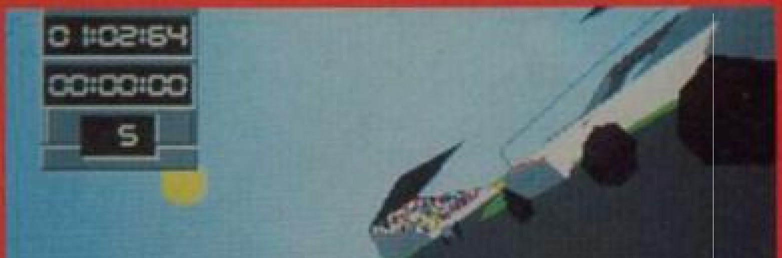
If you lose control of the bike and end up tearing across the grass, or hit another rider, a certain amount of damage is sustained - when this reaches 100%, the bike goes out from under you, and your race is over!

C+VG HIT!



▲ *Green light! Twist that throttle!*

▼ *Riderless bikes make the gameplay faster.*



SQUEALS ON WHEELS

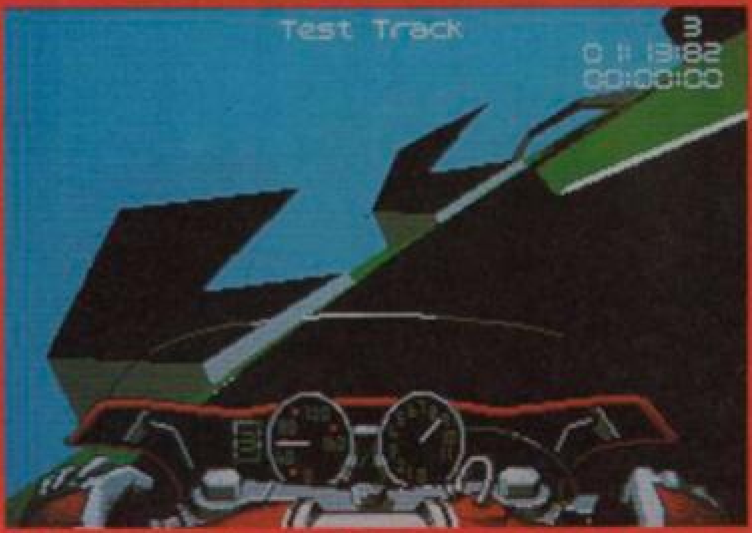
The Suzuki 500 is one hell of a rapid bike, and the specs are just as stunning - cast your eyes over this little lot!

MAXIMUM SPEED ACCORDING TO GEAR

1ST - 81 mph
2ND - 98 mph
3RD - 121 mph
4TH - 142 mph
5TH - 156 mph
6TH - 166-186 mph
(depending on gearing set-up)

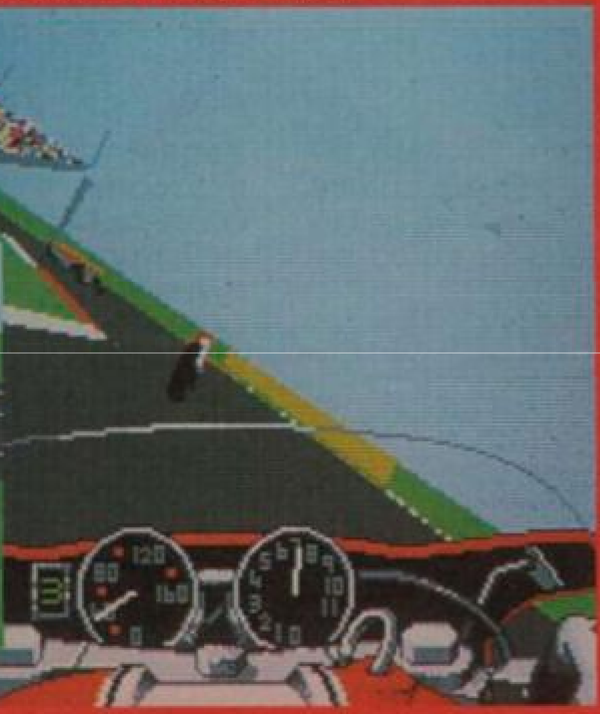
ACCELERATION TIMES

TO 60 MPH: 2.6 secs, but can be as much as 0.7 sec quicker, depending on the gearing set-up.



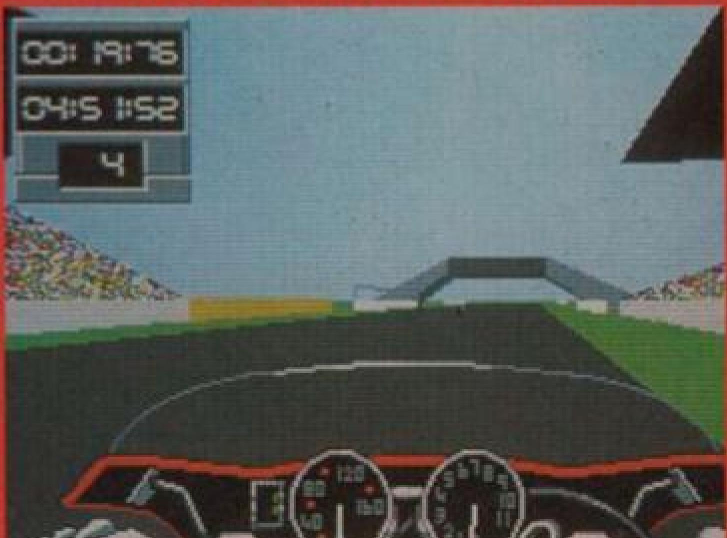
▲ *Approaching the grandstand - where are the cheering fans?*

▼ *Can you catch that rider in front?*



00:00:98
0 :06:62
3

▼ *The crowd goes wild as you cross the finish line!*



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TO 60 MPH: 2.6 secs, but can be as much as 0.7 sec quicker, depending on the gearing set-up.

UPDATE

Team Suzuki will also be appearing on the Amiga in January. It'll be the same game at the same price.

ST
£24.99

The difference between a good bike sim and a car racer is that the bike has to feel right, and has to be responsive enough to flip around corners without careening off the track. Team Suzuki is this and more, and I was amazed to find it even outpaces Lotus Esprit Turbo Challenge for sheer speed and excitement. You actually get the feeling of screaming down a straight at 150mph, something none of the bike racers released so far have been able to achieve! The 3D is so smooth, and updates incredibly quickly - if you switch off the dashboard and the rider sprites, the whole thing whizzes along at an absolutely unbelievable rate! With most racers, the forward viewpoint would be enough to get the most out of the game, but here the added camera viewpoints really enhance the action - ever tried racing upside-down? Essentially, this is the best, fastest, most exciting and challenging racer available, and an essential piece of software for anyone's collection!

ROBERT SWAN

GRAPHICS	97%
SOUND	89%
VALUE	93%
PLAYABILITY	95%
OVERALL	95%

C+VG HOTLINES

WIN A SUPERFAMICOM!!

0898 555 539

Yes, you did read correctly! The greatest console in the whole universe could end up in YOUR bedroom. Not only that, we're giving away a copy of the superb Super Mario 4 and that topper racer, F-Zero! Get to that 'phone and dial the number above - immediately!

WIN A MEGADRIVE

0898 334 150

Phwoar! What a corkin' little bleeder that Megadrive truly is! With 16 bit's worth of coin-op quality processing power you can't go wrong - so get to that 'phone now and dial away! You could be the winner!

WIN A LYNX

0898 555 537

Yowzeroonie! It's all systems go on the Lynx front this month. Check out the news for the amazing line-up of forthcoming Lynx games! If you fancy getting a piece of the handheld action then dial away and your dreams could come true!

WIN A GAMEBOY

0898 555 538

Phoo 'eck! Everybody's going Gameboy crazy and no mistake! The flippin' things are popping up everywhere, and one could well be popping up in YOUR letterbox if you get to that 'phone and dial NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.

THIS CHRISTMAS Remember

IT · HAS · TO · BE

SYSTEM · 3

ENEMY
WOUNDS
USING
HOLDING
POWER
WEAPONRY
Remix
NINJA

NINJA Remix

NEVER · BEFORE

RELEASED · ON 16 BIT

System 3 are recognised as Europes leading original game publishers.

Last Ninja Remix has the best graphics yet seen on a 16 bit machine.

True life animation arcade quality backgrounds. This is a 4 double sided disc product – giving the player the ultimate challenge for a martial arts arcade adventure.

IT'S PERFECTION.

ATARI·ST
AMIGA

£24·99

SYSTEM 3 SOFTWARE LIMITED
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584

LEEDS
Mail
Bag
YOB
C+VG
TO C+VG

Crappy new year, YOB fans! They've only given me two pages to fill this month (which means they pay me less - skinflints), but I've managed to squeeze a right old stack of weirdo letters into the first Mailbag of the year. If you've got something you want to say in next month's Mailbag, write to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

GIBBERING IMBECILE OF THE MONTH

Oi YOB,

I am the mad, gibbering magician. I can see mysterious, magical things arising, such as me casting a mysterious magical moo-ha-ha on you (gibber) if you don't answer these quezzies (and no, it's not about Megadrives so you better answer them or else)...

1. I thought your December ish was great with 50 more pages and lots more reviews, so are you going to keep it up?
2. I've got an EGA PC and I'm wondering whether to get Hard Drivin' or Ivan "Ironman" Stewart's Off Road Racer. Which do you think is the best?
3. Are the letters with darker backgrounds the ones that get a software prize?

Gez the mysterious Moo-ha-haing gibbering magician and his psycho monk friends, Knutsford.

PS: YOB, you'd better print these quezzies or me and my psycho mates will be sending you a little present. Gibber. Like a letter bomb. Gibber.

YOB: Jeez, or should that be Gez! I must really be scraping the barrel if I'm reduced to printing rancid little literary efforts like yours. Still, in answer to your questions:

1) C+VG is going from strength to strength. Watch out for next month's super-redesigned issue - it'll blast you off the face of the Earth!

2) What a stupid question! Those games are completely different to one another! As it goes, Hard Drivin' isn't bad (Hard Drivin' 2 is even better) and Super Off-Road is simply brill - if a little easy.

3) No.

As for your inane parting comments, I've seen more coherent thought coming out the wrong end of a horse. I seriously recommend a controlled dose of reality to bring you back to this world.

VILLAGE IDIOT OF HAVANT

Dear YOB,

I own an Atari XE 800 and I was wondering if there is any way of running Atari ST disks on it? If so what equipment would I need?

S P Emery, Havant, Hants.

YOB: I can think of plenty of "equipment" that you need Mr Emery (a functioning brain and a smidgen of intellect for starters), but I don't think it would solve your problem. For crying out loud, if you want to play ST games, buy an ST! My word, what a cheapskate!

WIMBLEDON Y-FRONT RIDDLE

Dear YOB,

I used to dig your mail bag and I thought that you were a well 'ard dude until one day I lost my US Marines Sea Harrier. I came across a dump yard and I went in and found a well with YOB written on it, I found a fridge nearby, so I opened it... There I found a pair of 100% nylon purple skiddy Y-fronts marked YOB on the label.

Alex Grant, Wimbledon, London.

YOB: Yeah, sure you did. I should think the chances of that happening are roughly equal to the chances of someone locating your brain cell. What sort of cretin skulks around a dump collecting pairs of soiled Y-fronts, any way?

LAWN-MOWER BLOCKHEAD

Dear YOB,
I am a 12 year old New Kids *on the* Block fan and I have a serious problem (too right - YOB). It is that my favourite game is Advanced Lawn Mower Sim and my chums seem to reject me for this. I have not seen any reviews for the game, so here is my own.
Graphics - 88%
Sound - 79%
Value - 93%
Playability - 90%
Overall - 87%
It is the best game I have ever played - even better than titles like Robocop 2. I wonder why such a great mag doesn't do more reviews on such fab games. I hope you print this letter to advise other computer owners to buy such an ace game.
Jonathan Russell, Deal, Kent.
YOB: I'm not surprised you haven't seen reviews for this game. Perhaps it's because it doesn't actually exist. A bit like your taste in music, or maybe your brain.

SPOT THE PRAT

Dear YOB,
Or should I say Tracy Barlow's boyfriend "Jamie"? Yep, it's you. I know ha ha ha! You thought your secret was safe with that drawing of a punk. Well, I know about that too. He is the chef of the chippy down the end. He is the dude who told me about you. I got a lot of information about you as it happens - you're really 16 with bad looks and you smell (as the chef has sprayed bad breath on the wall). It was a secret message from him. He said you paid him a thousand quid to do his sketch. Know if you don't print this letter you're a ginger-haired git with specs, who is such a wimp that he won't admit it. If you do I am probably wrong.
Dean Bailey, Secret Spy, Stockport, Cheshire (ha!)
YOB: Hang on, let's work this out. If I admit I'm a ginger-haired wimp, then I'm probably not?!? You've got a severely twisted sense of logic, Dean, and maybe that would help explain your other idiotic little jottings. Any way, I wouldn't touch Tracy Barlow with somebody else's barge pole.

GUY SIMMS STRIKES BACK!

Dear YOB,
I have a friend called Muhmad Ahmed who owns an Amiga. I happen to own a Megadrive and think that my console can blow the Amiga into deep space, don't you think? Put Muhmad in his place.
Guy Simms, Sanderstead, Surrey.
YOB: Oh no, I heard about you last month and it looks as though you certainly live up to expectations. Both the Megadrive and Amiga excel at different types of games. You'd have to be a narrow-minded prat to think otherwise. Know what I mean?

LIFE-SAVING TIPS AHOY!

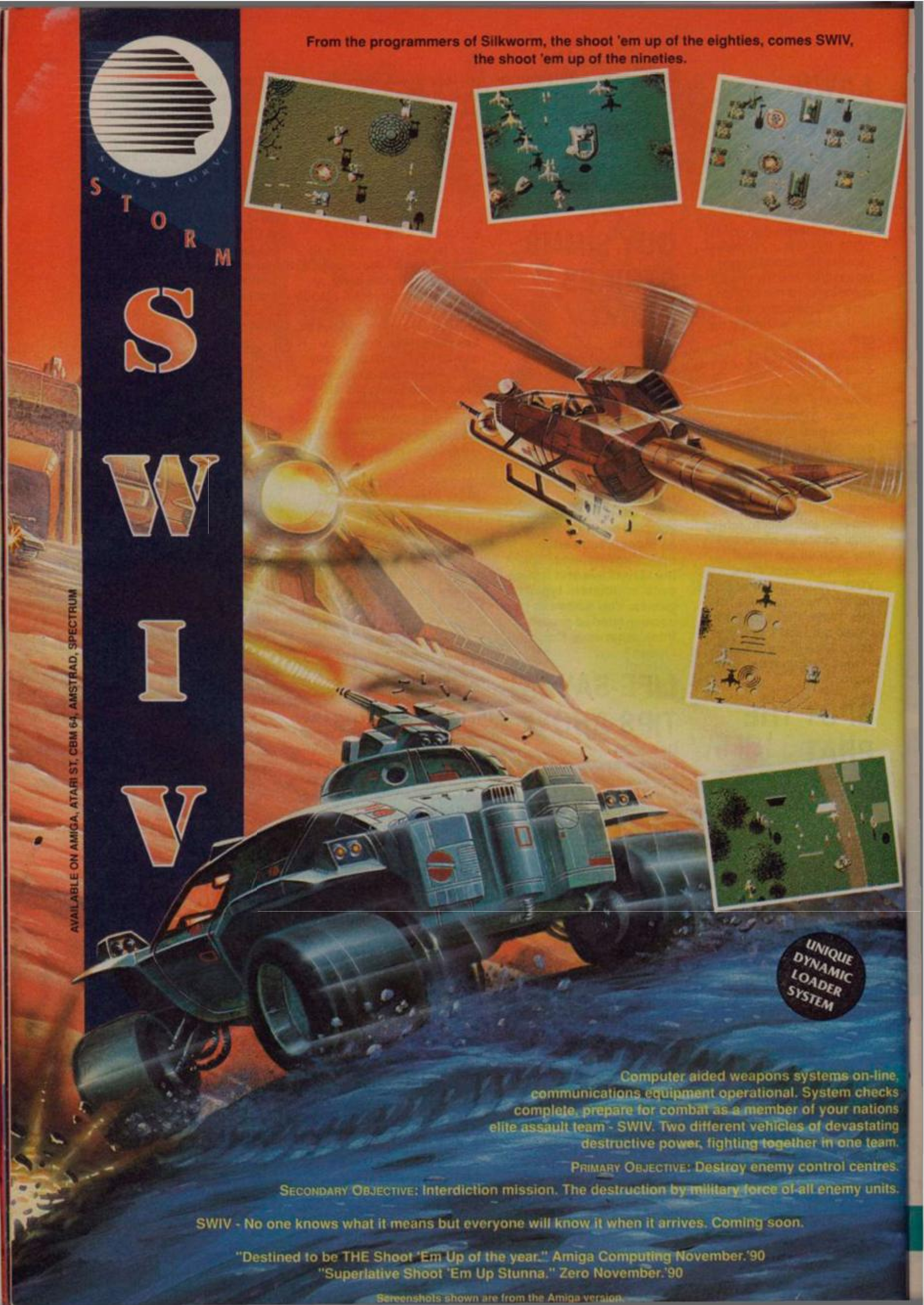
Dear YOB,
I thought I would write in and give you and your readers some life-saving tips on how to become better games-players. If, for example, you are having trouble with those type of games where you are given a certain number of lives in which to complete it, but never get that far, well, the solution is simple. Every time you lose a life get your best friend to smash you in the face with a mallet and in no time at all you'll be clocking up those highscores as if your life depended on it (which in a sense would be true if you are extremely poor at the game). This method also works with simulations, but instead of a mallet you equip your friend with an Uzi. My scores have improved no end and my circle of friends grows bigger by the day. I have also come up with a spectacular new concept that will blow the Game Boy right out of the water. Simply saw the legs off your computer table (if you don't own one, the dining table will do), glue your Amiga (or whatever) to the table (not forgetting the monitor, power pack etc). Next, attach the whole thing to a harness, sling it over your shoulder and off you go. The only limit to how far you can travel is the length of your father's extension lead. See, all that for the price of a tube of superglue! Easy, really. My next project is a 1000 level, 16 way scrolling, 32 colours on screen arcade adventure cum shoot 'em up designed totally with an empty Corn Flakes box and Fairy Liquid bottle (with top cut away). The only problem is how to fit all that code in one box. Any ideas? I better go now, I can hear the surgeon coming.
Steve Broadbent, Germany.
YOB: Make sure you get him to clean it up.

PROFESSIONAL LUNACY

Dear Deidre,
Darth Vader and Yoda are back by popular demand to share our knowledge and timeless wisdom with the nauseating adolescents who "read" your magazine. The reason we haven't written for such a long time is that we've been "hard" at work at TAC headquarters developing games for the amazing new CD machines - but more of that later.
By the way, we read with the interest the advertisement relating to "snogging" and "tongue sandwiches". But alas, when ringing up in pursuit of this explosive information we heard nothing about sandwiches, bread rolls or even the odd Chelsea bun. Do you think you could pass on the recipe for a "tongue sandwich" and maybe help out with our £2,387 'phone bill?
Any road up, we've been developing a number of exciting titles for Commodore's brill new CD-TV. But Commodore also have a number of new CD machines in the pipeline. As you've probably guessed we're talking about the red-hot CD-Washing Machine (with CD-quality whiteness), plus superlative extras like the CD-Toaster and CD-Lampshade. We've written over 800 games for these technological marvels including the officially licensed Cliff Richard Mud Wrestling game (with CD-quality soundtracks playing in time with the action!). Codemasters have also signed us up for their fantastic new Suzi Quattro range of CD Mega Games. Watch out for Suzi Quattro Goes Fishing. Hours of CD-quality addiction as you help Suzi find her wet plaice. Good, eh? Any way, buy fur now (except seal).

Darth Vader and Yoda, Secret TAC Headquarters, Somewhere Secret Near Lowestoft (but not Cromer).
PS: Thanks to our Appreciation Society for writing last month, but perhaps we should remind them they're four months behind with their membership fees and we could do with the cash. Know what we mean?
PPS: Did you know that MEGA YOB is an anagram of GAME BOY. Just don't tell Elton John!
YOB: Erm... right... Can anyone top these guys for sheer comic lunacy?

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.


SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM

Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

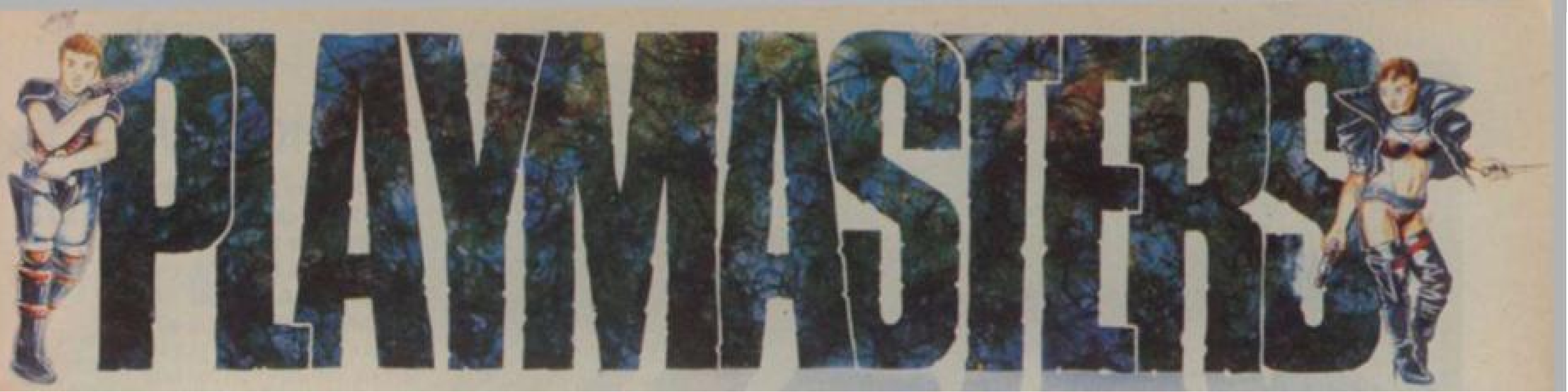
PRIMARY OBJECTIVE: Destroy enemy control centres.

SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

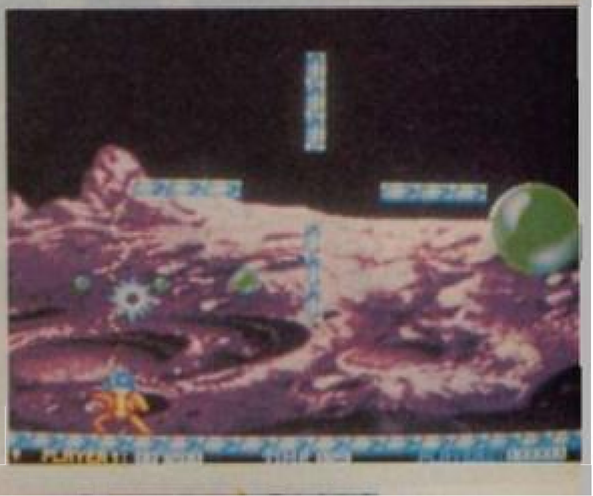
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90

Screenshots shown are from the Amiga version.



PLAYMASTERS

Looks like I have to start of this month with an apology to all you Amstrad owners, seein' as last month's Amstrad tips went up the spout a bit. Oh well, not to worry, 'cos I've reprinted them this month, along with a bumper selection of hot tips for all you devious game demons! If you reckon that you've got some decent tips then send 'em all in to Playmasters, C+VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. It could be you that's on the receiving end of £150.00 worth of games! Wow!



ALL FORMATS

TIME MACHINE

Cunning cheat modes courtesy of Vivid Image themselves! For all you Amiga and ST owners, entering DIZZY on the high score table will endow you with infinite lives! Also, keys A and S will enable you to select screens in the current time zone. C64 owners should type VIVIDIMAGE very quickly on the title screen (if you managed it, then screen will go blank for a couple of seconds). Sorry Spectrum and Amstrad owners, there's no cheats for your game - and that's official!

HAMMERFIST

Yet more Vivid Image malarkey! On this tricky flick screen platform game C64 owners should type YCY in the high score table for infinite lives. Similar effects can be achieved on Speccy and Amstrad games by pausing the game, typing YCY and then unpausing it. For Amiga and ST owners, typing **I WANT TO CHEAT** (backwards, including the spaces) will have the desired effect. Not bad, eh?

AMSTRAD

TURRICAN

Press Tab when playing this game and not only will you be advanced to the next stage, but you'll also be graced with infinite lives! Nicholas Cooper from Scunthorpe sent that one in.

POWER BOAT SIMULATOR

Nicholas Cooper also reckons that pressing ESC in this Codemasters effort and then typing 1,2,Z,X, and then the space key will endow you with infinite lives!

AMIGA

JAMES POND

A flippin' good Millennium game with a topper cheat to match. Simply press down the keys P, O and I with any of the keys on the bottom row (Z, X, C and so on) to instantly transport yourself to a different level! Ta very much to Kate and Tim Drinkhill from Denton in Manchester.

20
024220
20

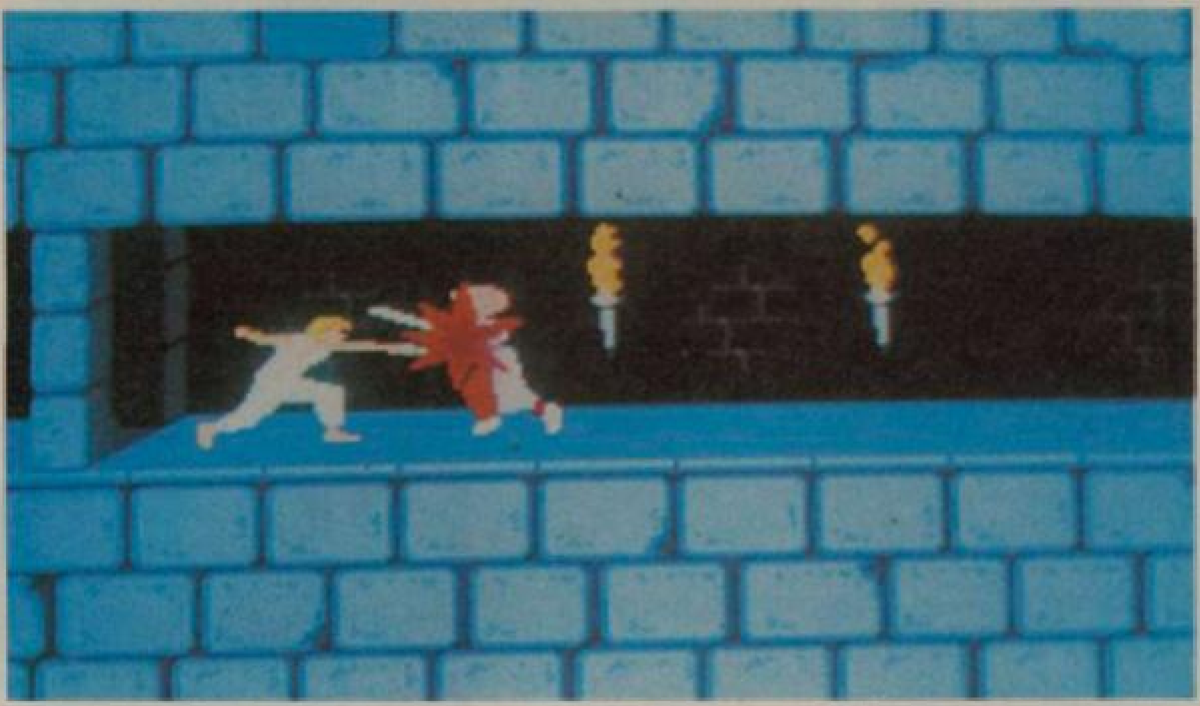
SHADOW WARRIORS

Start a two player game and when you have no credits left, wait until it asks you to swap disk. Swap them and press 1 and 2 together. Keep pressing them until the credit screen loads. Continue the game and you'll have unlimited continues! Good eh? Well, you've got Christopher Baker of Barry to thank for it!

OOPS UP!

Some choice codes to access some of those hard to reach worlds, courtesy of Daniel Balkwill from of Gwent.

Level 10: D04G
Level 20: DK49
Level 30: 10F4
Level 40: 4G7H
Level 50: S04L
Level 60: MC90
Level 70: FUK0
Level 80: EB01
Level 90: A234
Level 100: 4799



PRINCE OF PERSIA

Whenever it looks like you're doomed to fall a huge distance to your death, hold down the fire button. If you do it quick enough, your athletic hero should cling on to any platform that passes him by on his lethal descent. You can then pull yourself up to safety. Also try jumping at the roof. Shaky tiles should appear and these can be removed to gain access to secret rooms!

F29 RETALIATOR

On the enrollment screen enter your name as **THE DIDY MEN**. You can then land your Retaliator craft just by pressing ENTER on your keyboard! Watch in amazement as your 'plane lands on autopilot! Give Roger T from Wembley a hand for that particular tip!

ST

SHADOW OF THE BEAST

Flippin' 'eck! This game's hardly been out for five minutes and Gavin Wild has sent in this cheat mode! All you have to do is press F5 followed by ENTER and your life will magically spring up to 30!

NINTENDO

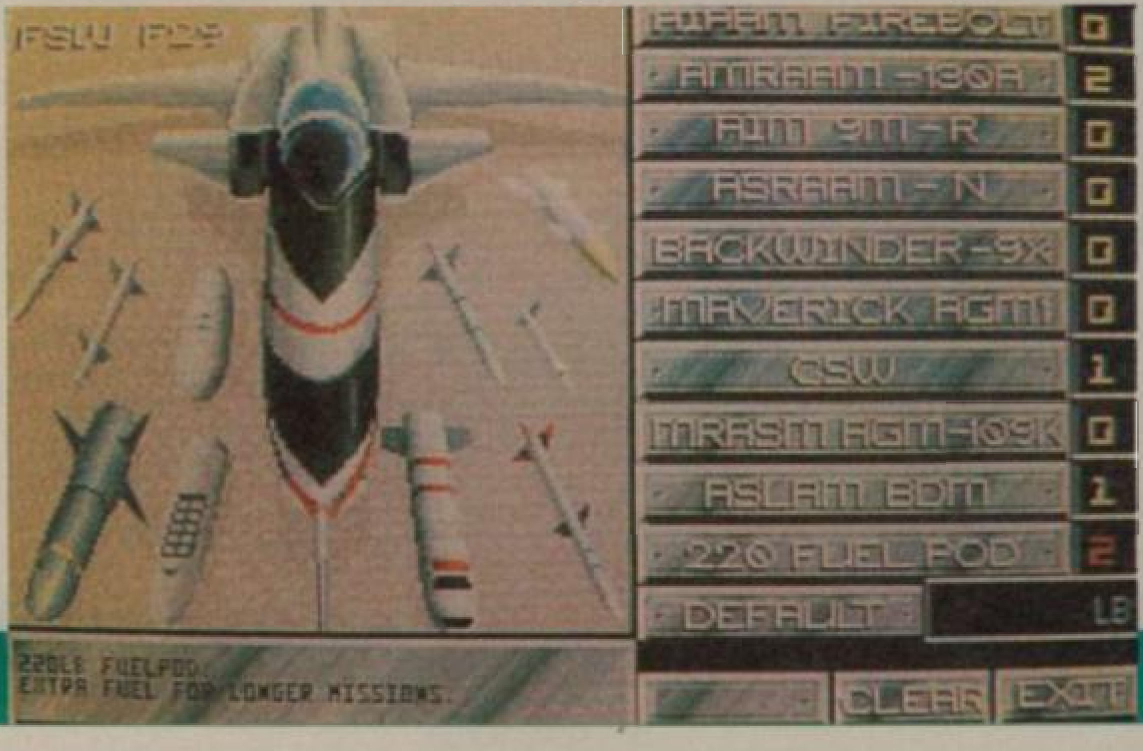
SUPER MARIO BROS 3

H Kawashima from Oxford is a clever chap - he reckons he can complete the game in less than three minutes! He's provided a cheat here that enables you to skip worlds 2 to 7! Not bad eh? To do this you'll need two flutes - and here's how to get them.

The first is in the small castle (you need your tail). Before you go into the door to the boss, jump onto the skeleton turtle and knock him out. Then, before he wakes up, go to the end (but not through the door) and run (using the B fire button) to the left. As soon as the meter gets to P fly directly up with your tail onto the next floor up (you won't be able to see this). When you're up there move to the right until the screen stops moving, then press up. There's the first flute!

The second one is on world 1-5. Go to the white rectangular block. Jump onto it and press down for about five seconds until you fall through. Go to the right without killing or hitting anything. When you get to the end run into the wall.

When you've got the two flutes, clear world 1, then use a flute at the start of world 2. Go to world 7 and use another flute to go to world 8.



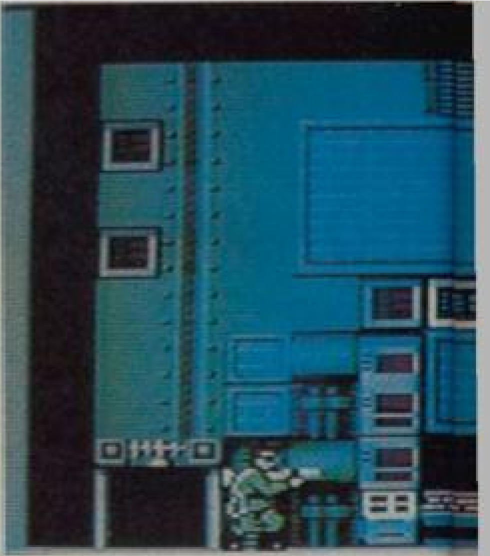
220LB FUELPOD.
EXTRA FUEL FOR LONGER MISSIONS.

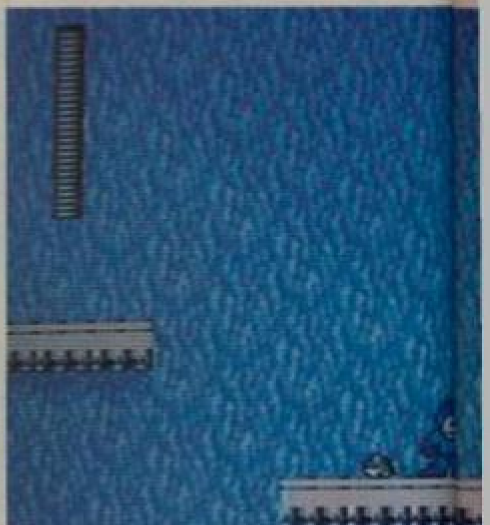
KID ICARUS

A bit of an oldie, but try these codes to get to the last level with three treasures!
MEDUSA FIGHTS
ICARUS ANGELS
Wahey! Success is all but yours! Cheers to Mark and Eric Winnington for that little gem!

BIONIC COMMANDO

If ever you get stuck and there doesn't appear to be a way out at all, press start and A and B together to go back to the chopper. Sam Mahoney of Crayford is the dude responsible for that one.





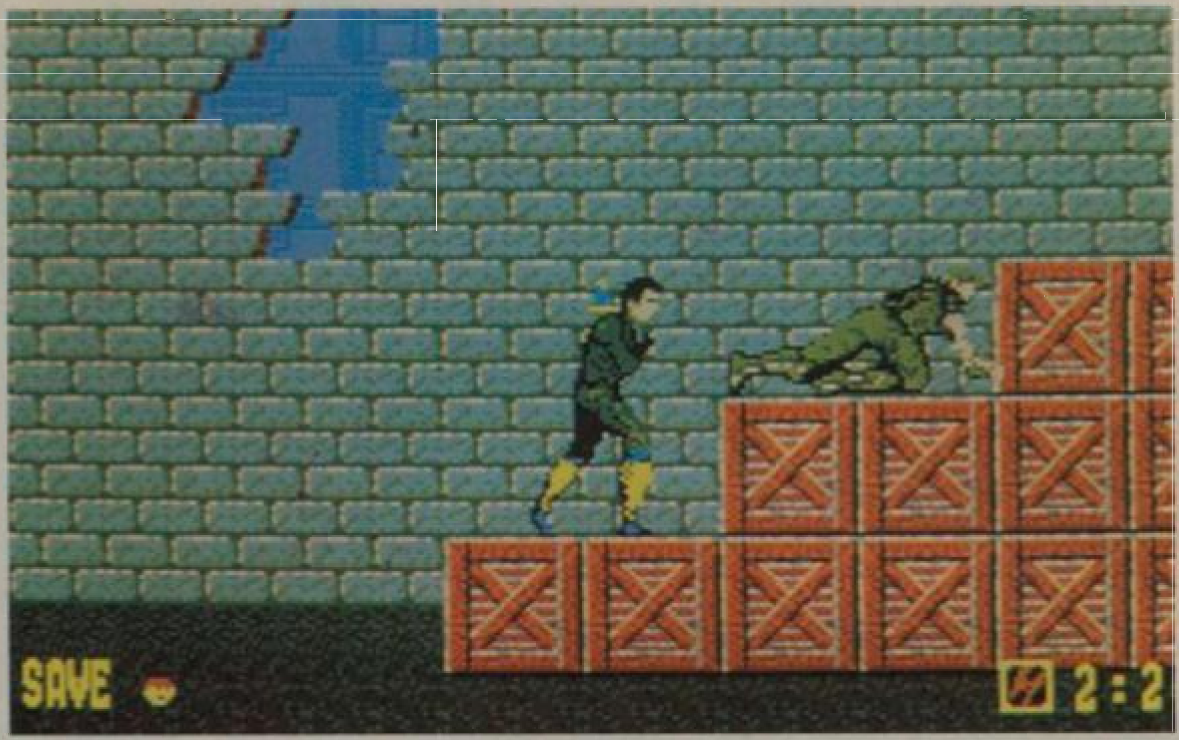
MEGA MAN 2

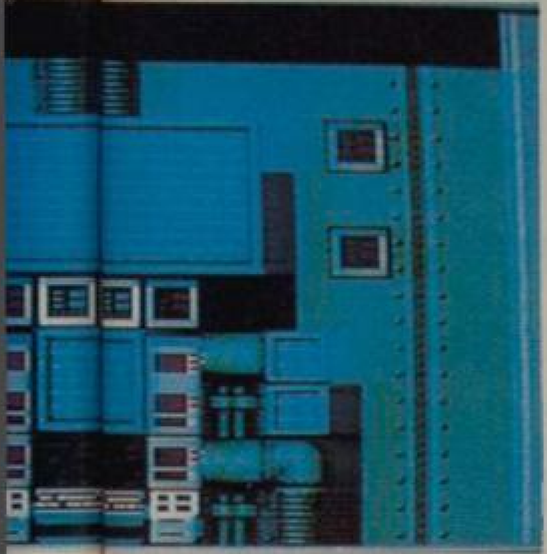
One of the best NES games in the cosmos, I'll wager, and here's a top-notch cheat that'll get you through to the last level with all the weapons and items! On the password screen, just select A3, A5, B2, B3, C1, C2, C4, D5 and E4. Thanks to Mean Machines' own Gary Harrod for that tip.

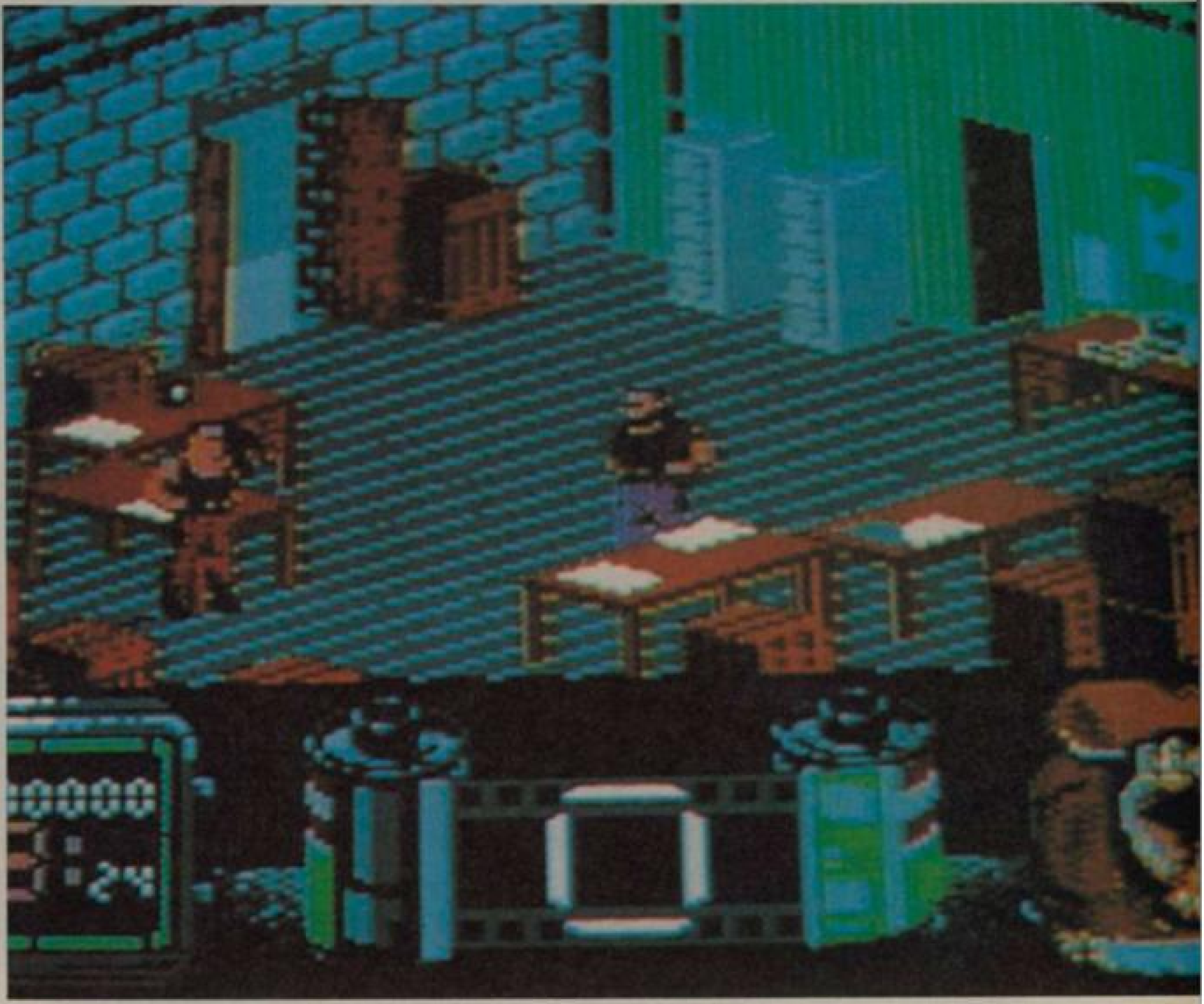
SEGA

SHINOBI

An evergreen Sega cart, and if you follow this tip (courtesy of Matthew Bickham of Australia) you can get double magic. Just shoot the blue ninja when it runs across the screen then shoot all the green ninjas and double magic is yours for the wasting!







ALEX KIDD IN MIRACLE WORLD

If you're having trouble getting the travel pass, then follow that man Matthew Bickham's advice. Simply go to the temple and pray 100 times. The gods will heed your prayers and a pass is yours!

TIME SOLDIERS

In a two player game, one of the men can walk off the bottom of the screen. You can then shoot at the soldiers to your heart's content, but you can't be shot or killed! Stephen Dunham from Peterborough sent that tip in.

C64

SKATE OR DIE

Damian Watson and Jonathan Hodgkin have discovered a means of making your board hover whilst jumping! All you need to do is put another stick in the other joystick port. With the normal stick, jump and pull down sharply. With the other stick push up and fire at exactly the same time. Now you can make your board stay in the air all day, and complete the level with ease!

VENDETTA

D Craig from Brisbane in Australia came up with these cheat. To advance a level hold down B, U, N and T at the same time. This cheat works on absolutely any level!

SPECTRUM

NINJA MASSACRE

Matthew Hallam from Walthamstow in London has created this list of passwords to get you further into this Codemasters effort.

Level 5: SNOW
Level 10: EASY
Level 15: RACK
Level 20: BLUE
Level 25: STAG
Level 30: HULL
Level 35: BEER
Level 40: BARD
Level 45: STAR

1P
2500
HIGH
306000
PAUSE

MEGADRIVE

GOLDEN AXE

Select a 1 player arcade version then hold diagonally down and left making the warriors spin continuously on the character select screen, then press A and C then release everything and push start. You'll now have nine continues! Pretty damn awesome and no mistake. Thanks to the 16-bit boys and Captain N (sound like a right pair of loons to us).

SHADOW DANCER

Crikey 'eck! Shadow Dancer is a pretty boring Shinobi game and no mistake. Still, try this cheat for size. To select any stage, on the title screen press down the A, B and C buttons and then press start. A new option will be displayed that enables you to start wherever you want!

CREDITS 4
1P START
NTINUE? 6
PUSH 2P STA

PC ENGINE

BATMAN

To take you to the end of this PacMan-type effort, go to the password screen and make the first sprite a joker facing away from you. The second should be a Batman looking at you, the third should be a Batman looking left and finally the fourth should be a Joker facing left. Thanks to Anthony Bennett of Derbyshire.

DUNGEON EXPLORER

That strange bloke, Kwon Man (is this guy for real?) has sent in a list of code words for his character - HARMET, in this groovy RPG gauntlet-esque Engine game.

1. IMGAJ-MDPAI
2. IDGNG-DMMNI
3. IDJLJ-DJHKC
4. IMJLG-MGEHC
5. IFHJI-NHHFC
6. IJIGI-COIFO
7. IEPAP-FMBPE
8. IBAHA-FDCCE
9. IEKHP-PIJLM
10. IBFKF-PCKGM
11. IOAMA-FHBBG
12. IDAGA-FPEBC
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Blue Max

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How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.

VGA color air combat sequence

Strategy mode VGA screen with 3D Hexboard

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VGA periscope view of enemy aircraft

VGA 256 color mine field under North Atlantic

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HIGH SCORES

Hi there! Welcome to the super-fantastic high-scores section, where the most supreme games-players of the age can see their names in lights. If you reckon your name should be here then send your scores on a postcard or sealed down envelope to OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

SEGA

ACTION FIGHTER
9,900,995 Robert Wigston, Lanarkshire, Scotland

AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston

ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London

ALIEN SYNDROME
270,100 Daniel Curley, Manchester

ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex

AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland

ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs

AZTEC ADVENTURE
267,100 Michael Goode, Cardiff

BLACK BELT
4,561,200 Carl Smith, Hertford Heath

BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey

BOMBER RAID
1,313,500 M G Baker, East Grinstead

CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 192,840 James May, Birchington, Kent
SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands

CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester

CHOPLIFTER
1,600,200 Robert Wigston, Lanarkshire, Scotland

DOUBLE DRAGON
1,094,100 Rory Miller, West Yorkshire

DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex

FANTASY ZONE II
9,541,980 Jon Evans, Walsall

GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx

GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent

GOLDEN AXE
245.0 James Noake, Worcs

GHOST HOUSE
1,388,500 James Denham, London

GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall

GREAT BASEBALL
22-01 Robert Gammon, Bedford

GREAT BASKETBALL
63-0 Stewart Cole, Nanborough,

GREAT GOLF
53 Colin Boyes, Australia

HANG-ON
8,553,264 Euan Matheson, Rosshire

KENSEIDEN
605,100 Michael Goode, Cardiff

MY HERO
15,063,500 Mark Poliovdakis, Australia

OUT RUN
55,120,400 Richard Ellicot, NSW, Australia

PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx

POWER STRIKE
65,242,300 Paul Stokes, Aberdare

PRO WRESTLING
667,100 Tim Gadler, Victoria, Australia

QUARTET
3,170,810 Gareth Wills, Bristol

RAMBO III
95,350 David Barnes, Sawston, Cambridge

RAMPAGE
851,600 David Barden, Norwich

RASTAN
1,461,190 David Buckland, Bristol

RESCUE MISSION
579,600 Michael Cahill, Sutton, Surrey

R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts

SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough

SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks

SHINOBI
1,550,100 Mark Poliovdakis, Australia

SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands

SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks

THUNDERBLADE
2,701,000 Alexandre Thilmany, Belgium

VIGILANTE
186,700 Stephen Pope, Chorley, Lancashire

WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire

WONDERBOY III
999,999 Andrew Bowley, Leicester

WORLD SOCCER
41-0 Karl Clark, Cleveland

ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
27,861,520 Daniel Sullivan, Coventry

ALTERED BEAST
2,698,600 Paul Wheatley, Notts

BATMAN
662,000 John McIntyre, Denton, Manchester

COLUMNS
25,270,844 John A Berry, Redhill

DJ BOY
9,835,700 Jonathon Tilbrook, Sheffield

E-SWAT
321,100 John McIntyre, Denton, Manchester

FINAL BLOW
3,189,520 Shejal Mistry, Aylesbury

FORGOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants

GHOSTBUSTERS
10,627,000 Neil (awful signature), South Benfleet

GHOULS AND GHOSTS
912,300 Daniel Sullivan, Coventry

GOLDEN AXE
371.5 Glen Williams, London

HELLFIRE
1,267,540 Mark Hurcombe, Lichfield, Staffs

INSECTOR X
2,322,300 Mark Hurcombe, Lichfield, Staffs

MOONWALKER
48,810 Mark Hurcombe, Lichfield, Staffs

NEW ZEALAND STORY
522,360 Nigel Weston, Wilmslow, Cheshire

PHELIOS
2,140,200 Mark Mangal, London E3

RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs

SPACE HARRIER II
27,315,700 Mark Hurcombe, Lichfield, Staffs

SUPER HANG-ON
Beginner: 55,452,580 Anonymous, Somewhere
Junior: 59,986,600 Matthew Adamson, Amersham
Senior: 76,188,460 Matthew Adamson, Amersham
Expert: 83,772,640 Simon Cumpstey, Kirkham, Lancashire

SUPER MONACO GP
4,679 Peter Allport, Surrey

SUPER SHINOBI
9,999,900 Daniel Sullivan, Coventry

THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent

THUNDERFORCE III
6,611,550 (Mania level) Martin Trewren, Taunton, Somerset

ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

BALLOON FIGHT
995,450 James Rolfe, Tottenham, London

BATMAN
487,999 Edward Robertes, Suffolk

CASTLEVANIA
1,226,350 Gary Thom, Pinner

DUCK HUNT
2,135,000 Carl Ellis, London

GOLF
65 Tom Wennberg, Halmstad, Sweden

ICE CLIMBER
928,680 Matthew Raftery, Australia

KUNG-FU
1,221,800 Rex, Helsingborg, Sweden

GHOSTS AND GOBLINS
303,400 Steffen Sletvold, Norway

GRADIUS
15,550,000 Danny Stevens, Stratford

LIFE FORCE
686,730 Steffen Sletvold, Norway

MEGA MAN
3,295,100 Adam Walsh, Ryde

OPERATION WOLF
1,111,400 James Short, Hants

PRO-AM RACING
333,778 Tim Gadler, Victoria, Australia

RUSH 'N' ATTACK
2,282,800 Steffen Sletvold, Norway

SUPER MARIO BROS
9,999,990 David Hillhouse, Workington

SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts

SUPER MARIO BROS 3
2,550,750 (completed) Hampus Ericstam, Stockholm, Sweden

TEENAGE MUTANT NINJA TURTLES
238,900 Stuart Cuthbertson, Winsford, Cheshire

GAMEBOY

BATMAN
365,920 Michael Simpson, Glasgow

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside

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106,100 Leo Yeung, Nelson, Treham's

TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland

QUARTH
1,400,500 Julian Rignall, C+VG

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ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey

ALTERED BEAST
576,900 Anthony Bird, Cheshire

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11,485,100 Stephen Simpson, Otley

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2,390,500 Stephen Simpson, Otley

CHASE HQ
6,230,100 Nathan Russell, Ilford, Essex

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156,095,500 Bryan Servante, Stevenage

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999,999 Bryan Servante, Stevenage

DRAGON SPIRIT
1,162,372 Andrew Dowling, London

FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts

GALAGA 88
1,436,480 Bryan Servante, Stevenage

GUNHED
14,682,130 Aaron Horrel, Bristol

KLAX
906,200 Richard Leadbetter, C+VG

LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood

NINJA WARRIORS
250,200 Wai-Sing Liu, London

ORDYNE
626,450 Bryan Servante, Stevenage, Herts

P-47
1,279,840 Danny Gleghorn, Worksop, Notts

PC KID
261,430 Justin Welton, Carlisle

POWERDRIFT
1,157,020 Matthew Birch, Langley, Herts

R-TYPE
973,300 Onn Lee, Nottingham

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192,400 Nathan Russell, Ilford, Essex

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846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
36,107,00 James Overbury, Cheltenham
SUPER FOOLISH MAN
214,800 Mark Mangal, London E3
SUPER STAR SOLDIER
4,731,000 Stephen Simpson, Otley
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S Godstone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

C64

ALTERED BEAST
360,300 Alexis Haddon, Australia
APB
87,460 Christer Holm, Finland
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
664,020 Adrian Shingler, Glossop, Derbyshire
BUBBLE BOBBLE
9,384,110 Simon Stapleton, County Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport, Somerset
DENARIS
716,620 Evan Walters, Leeds
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
IK+
588,000 Ste Markey, Liverpool
KLAX
1,337,855 R E Smith, Coventry
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,513,788 Simon Stapleton, County Cork, Northern Ireland
NINJA WARRIORS
3,112,359 Eugene Wasylkiw, Cheltenham
OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
8,389,480 Gary Thom, Pinner
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S Yorks
SHADOW WARRIORS
399,300 Derek France, Stirling
SILKWORM
2,119,600 Matthew Alderf, Chesterfield
TURBO OUT RUN
17,108,227 Thomas Sandham, South Anston, Sheffield
TURRICAN
1,536,870 Jim Janning, Belfast, County Antrim
TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia
UNTOUCHABLES
8,389,480 Gary Thom, Pinner
VENDETTA
87,500 Lesius Mirow, Loughton

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALTERED BEAST
507,700 James Ford, Somerset
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
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109,750 Simon Williams, Penzance
CONTINENTAL CIRCUS
4,887,470 Lee Tanner, Pitsea
DOUBLE DRAGON II
122,950 Michael Ellis, Chester
DRAGON NINJA
180,340 Daniel Llewellyn, Wolverhampton
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737,590 Andrew Mummery, Sittingbourne, Kent
E-MOTION
363,150 Stuart Campbell, Bathgate, W Lothian
EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+VG
FLOOD
10,064 Nick Berridge, Cheshire
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67,500 Robert Golden, Lymington, Hants
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9,996,983 Andrew Dowling, London
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102,900 Winchmore Hill, London
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LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
MIDNIGHT RESISTANCE
437,100 Roger Stevens, Welwyn, Herts
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OPERATION THUNDERBOLT
1,722,700 Keith Vance, Belfast
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
109,900 Philip Hogg, Liverpool
POWERDRIFT
1,819,221 Stuart Page, Hampshire
RAINBOW ISLANDS
4,565,410 Stephen Simpson, Otley
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
571,210 Robert Swan, C+VG
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SHADOW WARRIORS
114,200 Michael Ellis, Chester
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
35,400 Alex Ware, Sheffield
SPACE HARRIER
6,875,940 David A Syrett, Redditch
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
40,919,996 Nick Berridge, Cheshire
SWITCHBLADE
260,490 Mark Davies, Manchester
THUNDERBLADE
618,510 Richard Davis, London
TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate, W Lothian
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496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
2,660,940 Damian Pierce, Hazlemere, Bucks

AMIGA

AFTERBURNER
20,127,290 Mark Caban, Victoria, Australia
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5,205,460 Mr B, Colne, Lancs
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DATASTORM
1,228,925 Ky Purnell, Witham, Essex
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315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
364,700 Sebastiano Tognacci, Venice, Italy
FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-on-Trent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
113,088 Adwin Smee, West Bromwich
MIDNIGHT RESISTANCE
75,650 Matt Whitbread, Lutterworth, Leicester
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
PHOTON STORM
251,490 Ky Purnell, Witham, Essex
POWERDRIFT
2,208,229 Marc Green, Kent
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,774,546 J Dunbar, Edinburgh
ROBOCOP
441,410 Samir Al-Amar, Hampshire
SHADOW WARRIORS
230,400 Daniel Lewis, Sheffield
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
737,700 Danny Aikens, High Wycombe, Bucks
SUPER HANG-ON
22,142,833 James Ruxton, Highbridge, Somerset
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
323,772 Kevin Moore, Chorlton, Manchester
TURRICAN
1,888,600 Michael Skinner, Aberdeen
XENON II
10,110,740 Steven Delory, E Sussex

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
16,037,710 Daniel Edwards, Chorley, Lancs
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,346,000 Adrian Arnese, Bromham
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancs
OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
12,039,610 Nathan Heape, Bristol
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHADOW WARRIORS
51,300 Callum Boath, Moray, Scotland
SHINOBI
84,960 Scott Paul Abbot, South Glamorgan
STRIDER
57,360 Daniel Bethell, Girton
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
545,710 Simon Ginsei, Bradford
WEC LE MANS
441,440 Adrian Arnese, Bromham

AMSTRAD

AFTERBURNER
99,566,140 James Higgs, Wiltshire
APB
$60,203 Thomas Sandham, South Anston, Sheffield
BARBARIAN II
42,590 James Bell, West Wickham, Kent
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THE KICK-OFF 2 CHALLENGE

Let me introduce myself - I'm Sadie, and I've been brought in by those revolting delinquents, the C+VG crew, to supply the commentary on these so-called challenges and bring some much-needed order to the situation. This month the game being played is Kick-Off 2, a fine football simulation based around the noble art of booting balls. Sounds like my glass of champagne.

THE PLAYERS LINE UP

Five challengers massed at the squalid C+VG offices - the place where I wipe my boots on the way out, rather than on my way in - one misty December morning to play Kick Off 2, Anco's brilliant football game.

The players were Steve Screech - Kick Off 2's designer, Gawy "wobust" Hawwod (MEAN MACHINES' illustrator and man of clear ennunciation, who recently had his hair cut off and now looks like an albino coconut with mange), C+VG's loud, long-haired trippy hippy - Julian Rignall and finally Liam Dystant, the valiant reader whose job it was to destroy the enlarged egos of those present. Oh yes, and for sheer comedy value, C+VG's hapless hopalong headbanger Robert "oo-aah" Swan, who recently injured his leg in a staircase accident - obviously his brain wasn't capable of sending the correct signals to his legs to negotiate the simple barrier.

I looked forward to a repeat performance of last month's challenge, where the limping, gibbering cretin was shamefully beaten into third place - ha!

KICK OFF LEAGUE

I decided to split the challenge into two sections, a league system where all the participants had to play with one another, and a knock-out competition, and without further ado I ordered league play to begin.

MATCH 1 - ROB vs LIAM

Rob, the token C+VG cripple, has a reputation for being the worst Kick Off 2 player in the northern hemisphere, so I was confident that Liam would do me proud. Just to make things a bit fairer, I threatened that if Rob beat Liam, I'd give him a good kick in his gammy leg. Rob took his seat with a wet squelch. Straight after the first whistle, Rob fluckily popped the ball into the net. Unfortunately, Liam's impressive Kick Off skills seemed to have deserted him until the last moment, when he equalised. Thank God for that - I didn't really want to soil my lovely boots on his filthy personage!

FINAL SCORE: ROB 1 LIAM 1

MATCH 2 - ROB vs STEVE

Rather like a powerful lavatory full of compacted dung, Rob was flushed with success, and went into this match against the favourite, Steve, with confidence oozing from his greasy pores. A few minutes into the game, a smug grin was in evidence on Rob's pasty fizzog - the jammy git had scored with one of those long halfway line lobs so despised amongst expert Kick Off players. Much dirty play was displayed as Rob attempted to reduce Steve's players to his own invalid status, and then Steve's misery was made complete when Rob managed to score another disgusting lob from miles away. And with some of the most banal Kick Off play I'd ever seen, Captain Crippy managed to hold on to the lead. Aaagh!

FINAL SCORE: ROB 2 STEVE 0

MATCH 3 - GARY vs LIAM

Bald-boy Harrod was brimming over with confidence, even down to bringing out his own flaccid joystick to play with. Liam, who had already been beaten looked worried, and indeed he had reason to - two minutes into the game, the whingeing one scored by intimidating his opponent with foul language. He moaned and whined on for the rest of the match, until poor old Liam's Kick Off skill was reduced to a shambling mess. I vowed that before the day was over, I'd see Harrod whinge with defeat!

FINAL SCORE: GARY 1 LIAM 0

MATCH FOUR
JULIAN vs GARY

The first match for C+VG's boy blunder, Jaz, proved to be quite an exciting one - one moment Gary was up Julian's end, and the next, the action switched to Gary's end! After a goalless first half, Julian finally broke the deadlock with a fine round-the-keeper effort, and that's the way the score stayed. I was pleased to hear Gary grizzling all the way back to his desk.

FINAL SCORE: JULIAN 1 GARY 0

MATCH FIVE
JULIAN vs STEVE

Ego dribbling out of his ears, the lanky-locked one went into his second match with relish. However, his self-righteous smile disappeared as Steve smashed in an unstoppable shot. Early in the second half Julian got back into the match when he curled one into the back of the net, but victory for him was not to be, and in the final minute his defence became more of a shambles than his haircut, and Steve sliced his way through to stick in the winner.

FINAL SCORE: JULIAN 1 STEVE 2

MATCH SIX
STEVE vs GARY

Having shown up C+VG's self-confessed top player as the true sham he is, Steve went into the next match with Gary "friends of the tramps" Harrod with much glee. It turned out to be quite a scrappy match, with Steve scoring early. Gary had one good effort, but the half-time whistle blew just before the ball cross the line - the whining wally nearly cried with frustration. I laughed a lot.

FINAL SCORE: STEVE 1 GARY 0

MATCH SEVEN
JULIAN vs ROB

"Oo! Ah!", whinged the moronic mosher as he took his place in front of the monitor, "me leg's givin' me gip". However, the boy who cried cripple proved that luck yet again could triumph over skill as he scored an early goal. Julian battled in vain (indeed, he is very vain), but could not get his team together. Understandable, because at the end of the match he discovered that his men were in 4-3-3 formation rather than his favourite 4-2-4. Serves the stupid cretin right for not checking at the start of the match...

FINAL SCORE: JULIAN 0 ROB 1

MATCH EIGHT
LIAM vs JULIAN

Could Liam prove himself this time? He certainly had the chance to, with Julian having just suffered a demoralising defeat at the hands of C+VG's Iron Moron. However, Julian resorted to dirty tactics to ensure victory, and took an Anders Limpar-eque dive in the area to gain a penalty, which he stuck away. Liam responded with similar tactics, and earned a yellow card before one of his players was given the marching orders. Although he gave it his best shot, slimy Rignall popped another into the onion bag to win convincingly.

FINAL SCORE: LIAM 0 JULIAN 2

MATCH NINE
GARY vs ROB

What a pair of plonkers. The man with a revolting growth of slimy face fungus, versus the man with the haircut of a demented sheep. What could one expect from a pair of players whose collective IQ is no greater than my shoe size? Nothing really, and this display of ineptitude proved the point. A match that, like the players, had no character - the only surprise was that Gary managed to score. B-o-o-o-ring!

FINAL SCORE: GARY 1 ROB 0

MATCH TEN
LIAM vs STEVE

The final match was played under a tense atmosphere. Could Steve win and go top of the league? Unfortunately not - Liam tucked one into the net midway through the first half, and managed to defend successfully for the rest of the match. What a revolting development.

FINAL SCORE: LIAM 1 STEVE 0

THE LEAGUE STANDINGS

Proving that there's no justice in this world, maestro of the limp (in more ways than one), Rob "dying" Swan, managed to end up top of the league. Bringing up the rear as usual was "Jaz" Rignall, while Steve Screech only managed a disappointing third. Gary Harrod was typically as close to the bottom as possible, while Liam propped up the table - a big disappointment for me.

	P	W	D	L	F	A	PTS
ROB	4	2	1	1	4	2	7
JAZ	4	2	0	2	4	3	6
STEVE	4	2	0	2	3	4	6
GARY	4	2	0	2	2	2	6
LIAM	4	1	1	2	2	4	4

THE KNOCK-OUT

Perhaps things would change in the knock-out competition. I ordered three other competitors to be found to make up the numbers, and they were brought trembling before me - Matt Regan and OZ Browne from MEAN MACHINES, and Richard Leadbetter from C+VG - before I banished them to join the rest of the mob. All the entrants were put into my leather holster, and then drawn for the first round.

1ST ROUND

GARY 2 MATT 0

The Harrod bounced back from his previous limp performance with a fairly convincing win. Well, as convincing as you'd expect against opposition as stiff as a Mr Bendy puppet in an oven.

ROB 0 STEVE 1

The man whose limp changes with the tide finally saw his luck run out, and received a sound spanking from Steve, even though he tried to resort to dirty tactics! There IS justice in this world, after all!

OZ 1 JULIAN 4

The joke performance of the challenge was kindly provided by Oz, whose sloppy joystick control defined incompetence. Even though the dull fool missed a penalty, he still managed to knock in four goals.

LIAM 0 RICH 1

In a match about as exciting as Rob's dress sense, Rich scored in the only goal.

SEMI-FINALS

JULIAN 2 GAZ 1

With the score at 1-1 at the end of the game, the players went into injury time. Julian scored early on in the first period of extra time, and Gary, as usual, had neither the intelligence or intellect to reply.

STEVE 2 RICH 0

A veritable brawl, with Steve getting two men sent off. But strongarm tactics proved to be the winner as Rich was beaten into submission.

THE FINAL

JAZ 1 STEVE 4

Steve turned on the style as Julian's so-called "skills" wilted into insignificance as goal after goal was banged into the net. Ha! These C+VG players simply aren't as good as they reckon...

SADIE

PANG

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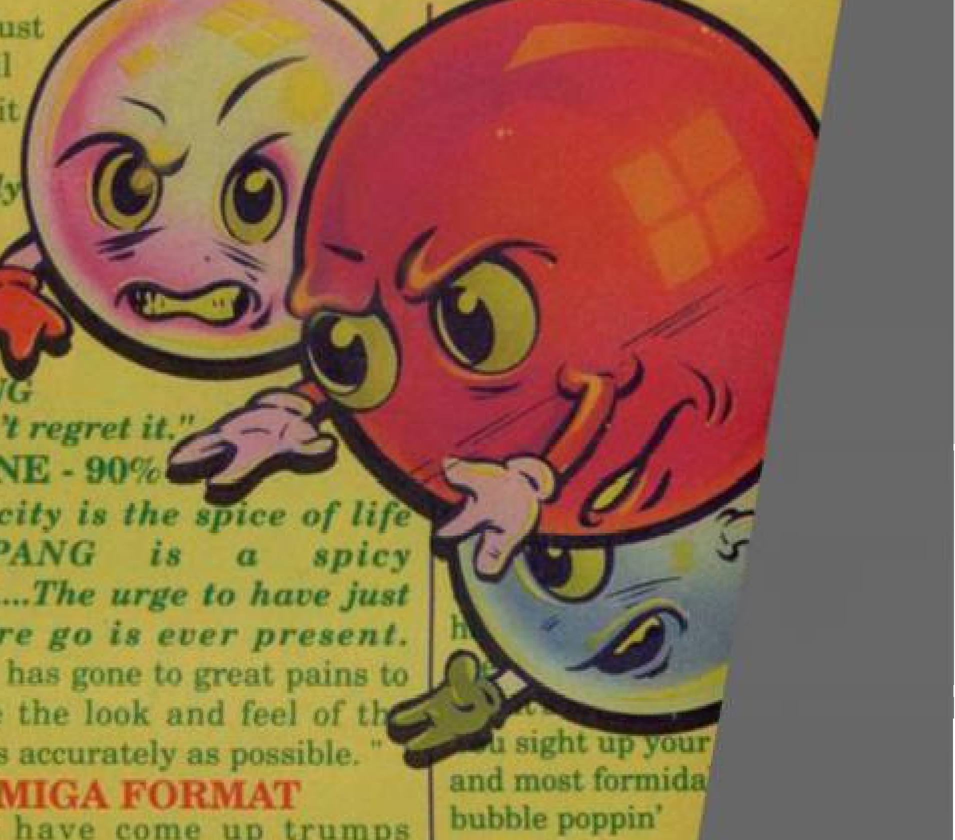

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" PANG plays brilliantly. OCEAN have managed to capture the feel of the arcade game perfectly - *PANG'S a winner!"*

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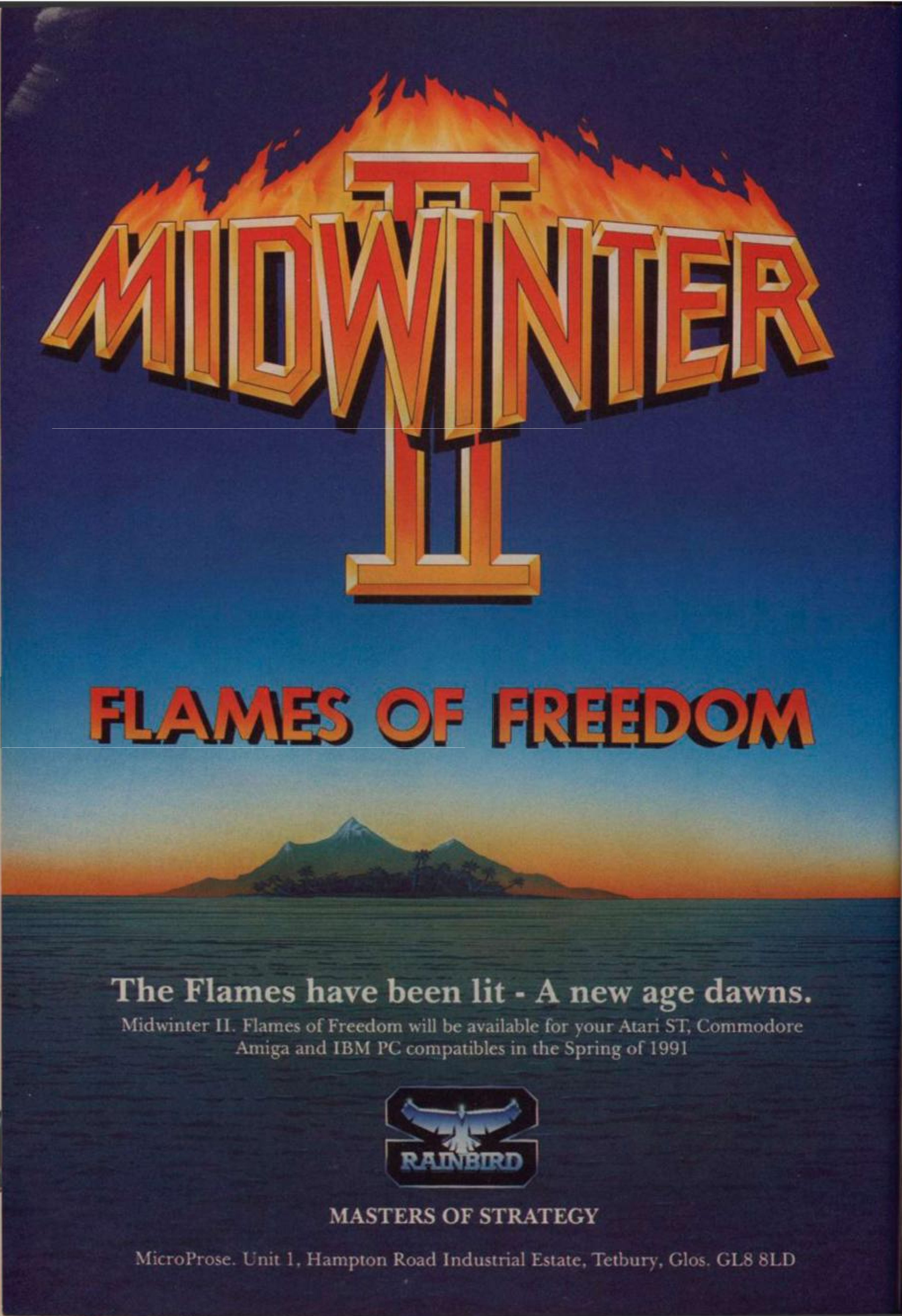
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So I was, like, bein' hassled, like, by this, like, biiiig elephant, right? Only it wasn't like your normal elephant 'cos, like, it had a big machine gun where its trunk should've been and it kept shootin' at me until I, like, tried to get away by flying out of the window, and like, fell, 30 feet onto the pavement and broke both me legs and fractured me collar bone. And then I was, like, lying in hospital for six months until the police, like, traced my whereabouts and convicted me for selling the stuff. That was 50 years ago an' I'm still inside, man..."

This is the horror of drugs, and now you can help put a stop to it! Join the NARC squad in Ocean's fabadabadoobie conversion, which you, yes you, can take part in if you win this equally fabadabadoobie compo.

Ocean are giving away 20 lovely copies of the game on all formats, but for jolly-chief-top-prize they've also got an Amiga copy of Narc PLUS one whole Amiga AND a super-duper monitor so your sister can still watch Twin Peaks while you blast!

All you have to do... is do the Shake and Vac and p... aha, no. All you have to do is use your eyes to locate the three Narc questions on this page then use your brain to answer them to the best of your ability. Next, get a pen and use it to write your answers on the back of a postcard or sealed-down envelope, along with your name, address and the computer you own, then send it to:

THE I WANNA GET NARCED COMPO,
C+VG, PRIORY COURT, 30-32
FARRINGDON LANE, LONDON,
EC1R 3AU.

1) On the side of the NARC coin-op was painted the right-on slogan, "Winners don't..?"

A: Eat slugs
B: Use drugs
C: Paint mugs

2) In the game, you can speed up your investigation by jumping behind the wheel of...

A: An open-topped Porsche 911 with twin wing-mounted 20mm machine guns.
B: A customised Ford Escort Popular with bonnet-mounted flame-throwers and a "La Cucaracha" melody horn.
C: A lime-green Volkswagen Beetle with flowers painted on the side and a "Nuclear Power? No Thanks!" sticker on the back window.

3) One of the nastier people in Narc, named Kinky Pinky, bears a remarkable resemblance to a famous fast-food promotional character. Is it...

A: Colonel Sanders
B: Ronald MacDonald
C: Mr Wimpy

As usual, no employees or blood relatives of EMAP Images or Ocean are allowed to enter, no multiple entries or we call the Multiple Entry Squad of your local police force and the editor's decision (no matter how rabid) is final

Make sure it gets here by February 14th or you won't get diddly squat.

IMPOSSIBLE MISSION

BY US GOLD

Elvin Atombender (for it is he) has holed himself up in a 32-room complex, and has used his superior intellect to break into highly dangerous defence computers. He is now holding the world to ransom, threatening to destroy civilisation as we know it by setting off the whole US nuclear arsenal! If Atombender's billion dollar ransom isn't paid by six o'clock, it's goodbye Earth.

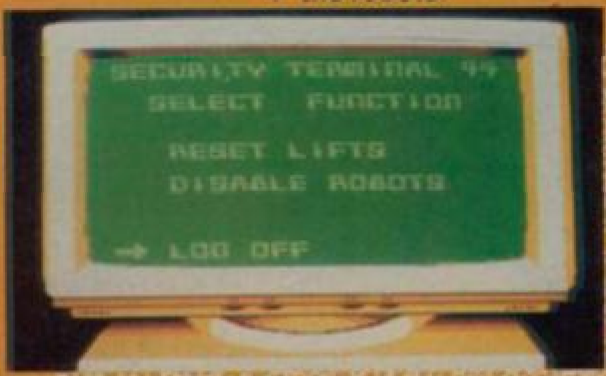
Pretty terrifying, eh? Well have no fear, because Agent 4125 has been despatched to Atombender's hideaway to kick some mad scientist ass. Unfortunately, when he gets there, he realises that to get the codes that give him an entrance to Atombender's hideaway bunker, he has to negotiate nightmare screens of platform terror searching each piece of furniture for the hidden codes. Atombender has also left various kinds of defence robots in these room, and one touch from these is near fatal.

However, 4125 can find Robot Snoozes and Lift Resets during his upholstery examinations and these can be used on Atombender's computer terminals to turn robots off for a while or reset lifts in order to get to that vital piece of decor that remains unsearched.

The game is played to a strict time limit and each time 4125 bites the dust, ten minutes are automatically deducted. If that sounds bad, consider that even if 4125 manages to get all 32 pieces of code, he has to arrange the strangely shaped computer cards into a single codeword that enables him to enter Atombender's hideaway. With only six hours to save the world, this is almost certainly an Impossible Mission...

C+VG HIT!

Logging on to disable ▼ the robots.



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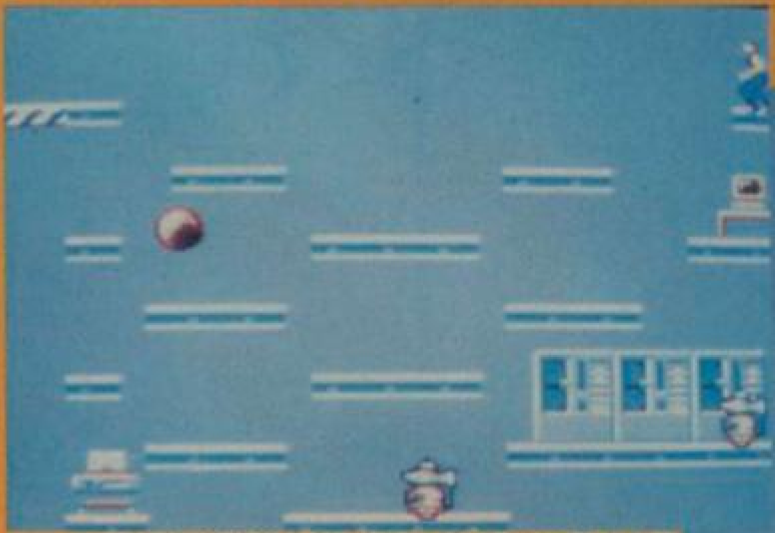
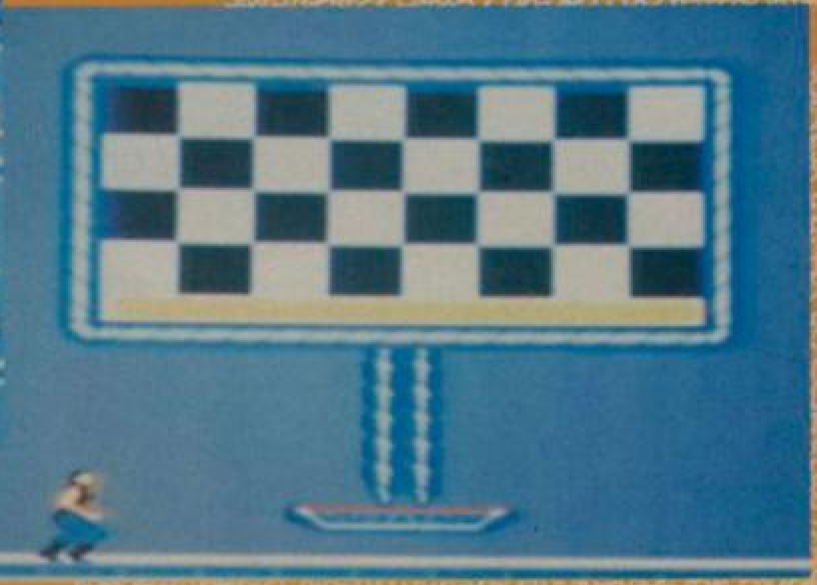
SECURITY TERMINAL 44
  SELECT  FUNCTION

   RESET LIFTS
   DISABLE ROBOTS

→ LOG OFF
```

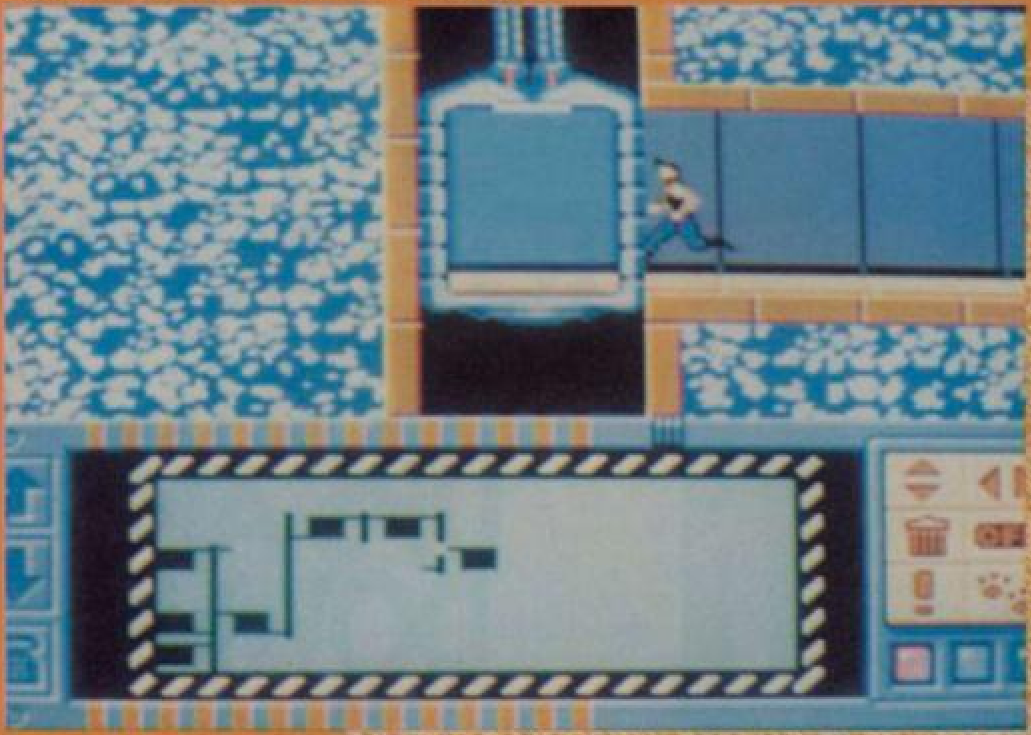
▼ A new challenge awaits in Impossible Mission.



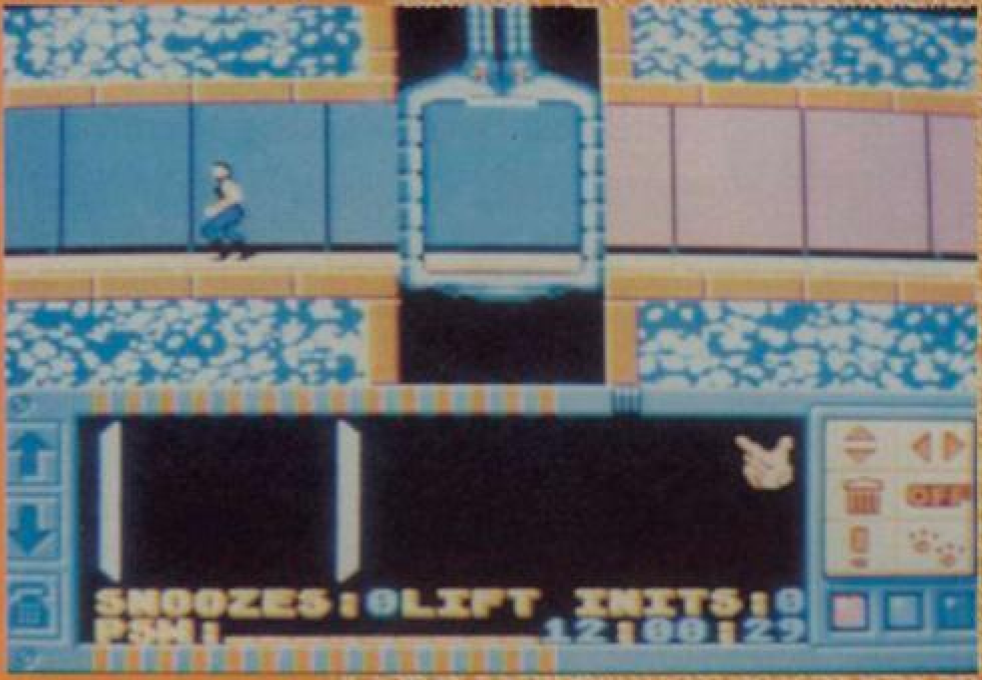


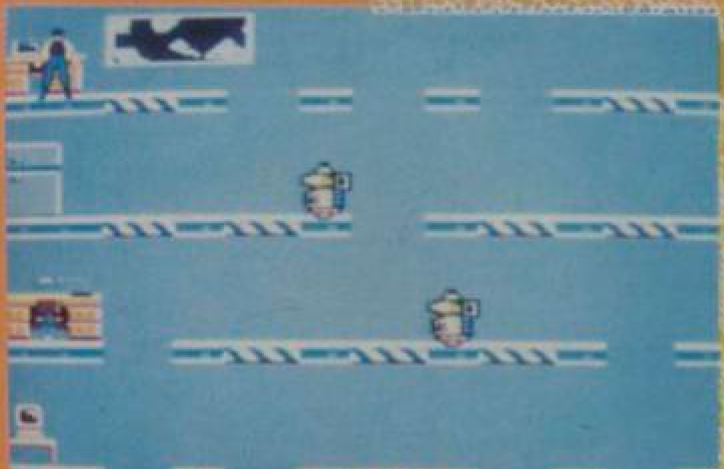
Match the notes to earn extra robot snoozes! ▲

▼ *In search of adventure - Agent 4125!*



Sorting out the codes using
▼ *the portable computer.*





▲ *4125 recovers a puzzle segment!*

NOTHING HERE

SEGA
£29.99

US Gold certainly don't disappoint when it comes to their Sega games. Indiana Jones, Paperboy and Gauntlet are all totally fab carts and Impossible Mission continues the fine tradition. The graphics and sound are both completely terrific. The animation on all the sprites is as faultless as the brilliant backdrops, whilst the sound is ace with decent effects and even speech (who said the Sega's sound is useless?). But it's the gameplay that counts, and US Gold have managed to capture all the tense excitement of the classic C64 game and then some! What impresses me about Impossible Mission is that it truly is a test of skill, both in the arcade and puzzle stakes. If you are going to spend your Christmas money on a Sega game, put this one at the top of the list.

RICHARD LEADBETTER

GRAPHICS	91%
SOUND	93%
VALUE	92%
PLAYABILITY	94%
OVERALL	93%

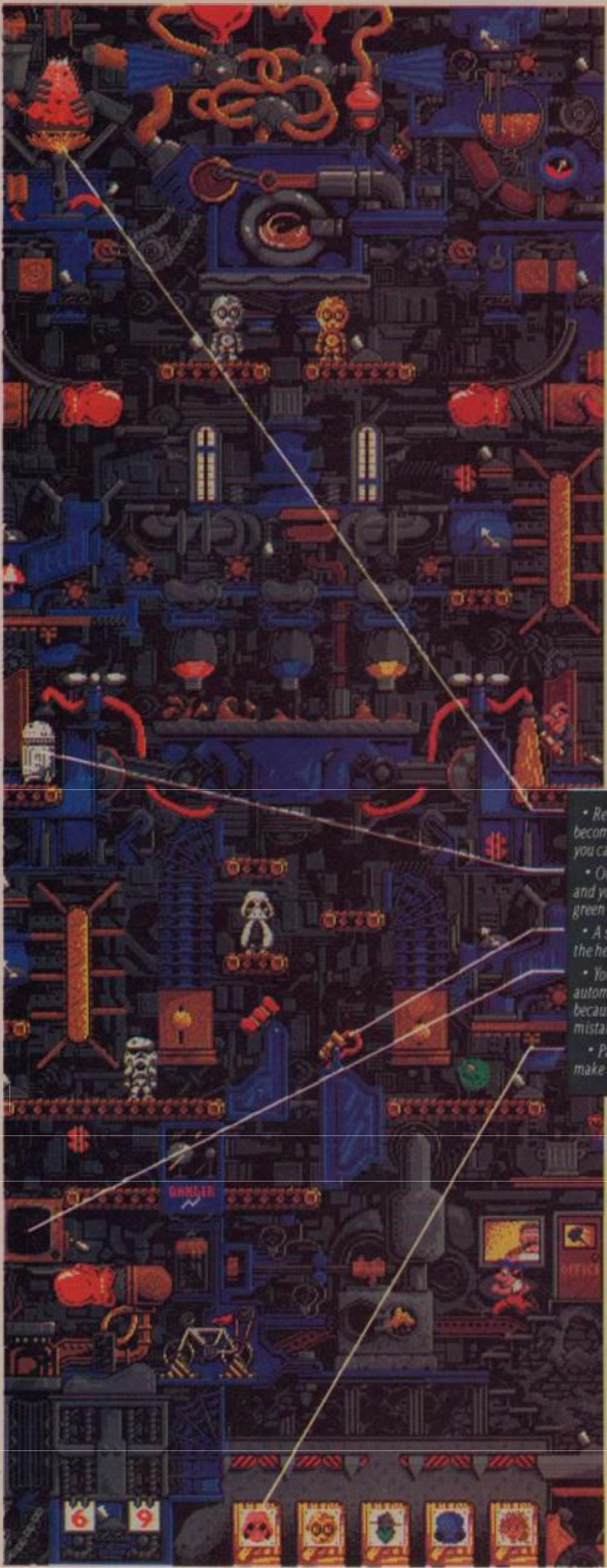
UPDATE

Not only is Impossible Mission out and about on just about every computer format, but even the sequel is even available on the 8-bit budget range! Both games on all systems are highly recommended if you like what you've seen here.

U.S. GOLD

LucasArts on the art and science of entertainment

WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.



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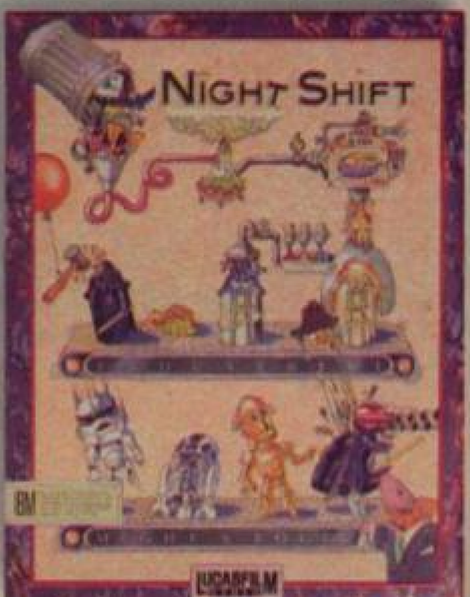


U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX, Tel: 021 625 3366.

MUSHA

BY SEGA

Aliens are amassing a huge amount of devastating weaponry on one of their colony worlds, and it's up to our Earthling battle squadron to infiltrate the enemy stronghold and deal a decisive blow to those devious, plotting slime. Unfortunately, when the squad arrives at the stronghold they're greeted by a very unpleasant welcoming party, spearheaded by a super-huge destructo-satellite which singlehandedly wipes out the whole of the squad - apart from you.

Armed only with your rocket backpack and a laser cannon, it's your job to blast your way through the vertically scrolling enemy stronghold blowing away any enemies that are despatched to deal with you. On the way to the final confrontation, extra weaponry can be bolted on to your suit, including extra lasers and a variety of super-weapons (twin beam devastato-rays and bombs, for example). Small multiples can also be collected and it's possible to alter their formation around you so as to provide maximum firing power.

There are six levels that make up the enemy stronghold including the enemy's outer defences, a canyon bristling with enemy firepower and even into outer space itself before the final confrontation with the flag ship of the enemy fleet!

THANKS!

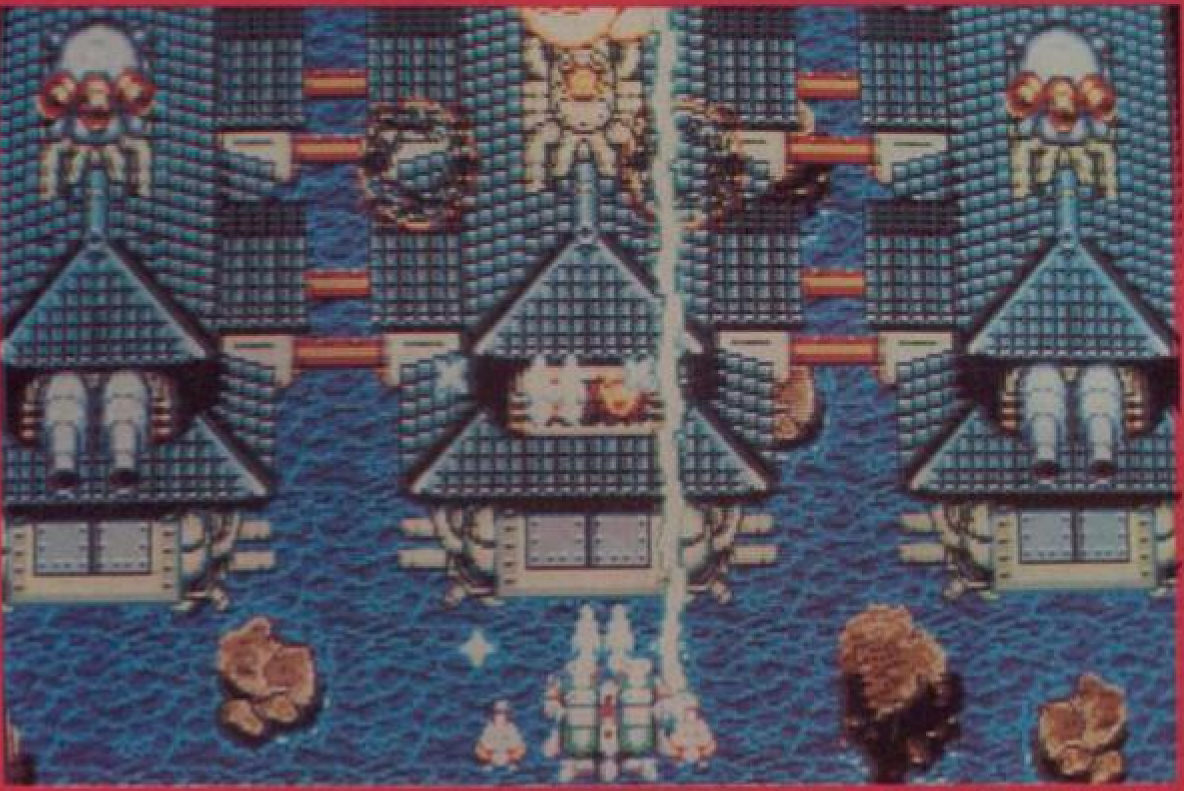
Thanks to PC Engine Supplies for the loan of the MUSHA cartridge for this review.

MEGADRIVE
£40.00

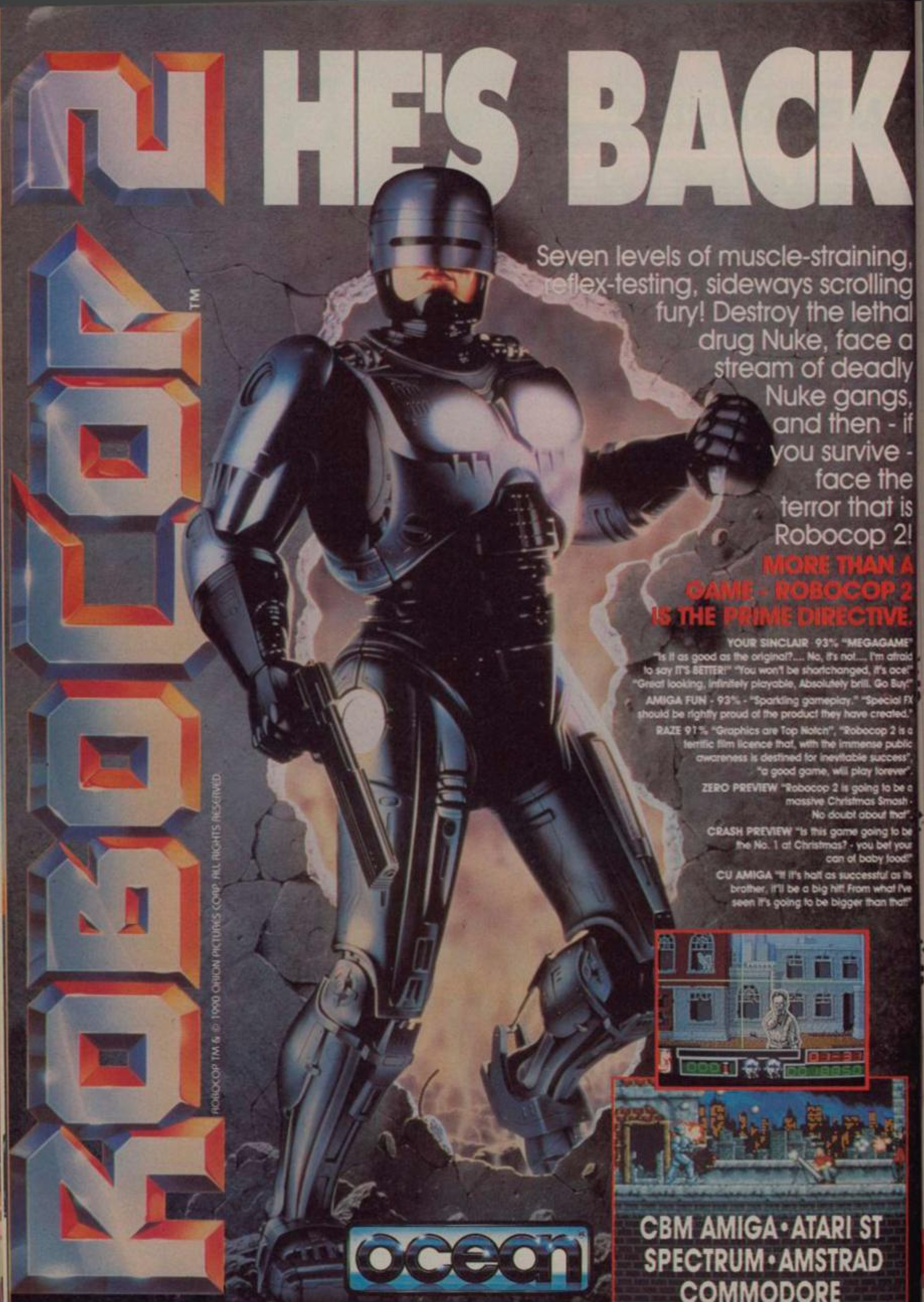
MUSHA is yet another vertically scrolling shoot 'em up. Why are there so many of the flipping things out on the Megadrive? Oh well, whingeing apart, the plus side is that MUSHA sports very impressive graphics (with amazing Thunderblade-style parallax in the canyon level) which set a great atmosphere and the action is fast and furious. Unfortunately, it's let down in a number of other key areas. First of all, the game isn't very challenging at all. Anyone who's at least half decent at shoot 'em ups will be able to complete MUSHA in less than an hour, and there's little to persuade you to bump up the difficulty level yourself on the option screen. Also, although you have a nice amount of control over your extra weapons, even at full-power they aren't half as impressive as say, Truxton's. MUSHA is a smooth, playable blast, but it's a shame it's so unoriginal and unchallenging. Give it a miss.

RICHARD LEADBETTER

GRAPHICS	90%
SOUND	70%
VALUE	68%
PLAYABILITY	76%
OVERALL	70%



▲ *Extreme destructive mayhem in MUSHA.*



HE'S BACK

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.

YOUR SINCLAIR 93% "MEGAGAME" "Is it as good as the original?.... No, it's not.... I'm afraid to say IT'S BETTER!" "You won't be shortchanged, it's ace!" "Great looking, infinitely playable, Absolutely brill. Go Buy!"

AMIGA FUN - 93% - "Sparkling gameplay." "Special FX should be rightly proud of the product they have created."

RAZE 91% "Graphics are Top Notch", "Robocop 2 is a terrific film licence that, with the immense public awareness is destined for inevitable success", "a good game, will play forever".

ZERO PREVIEW "Robocop 2 is going to be a massive Christmas Smash - No doubt about that".

CRASH PREVIEW "Is this game going to be the No. 1 at Christmas? - you bet your can of baby food!"

CU AMIGA "If it's half as successful as its brother, it'll be a big hit! From what I've seen it's going to be bigger than that!"

CBM AMIGA • ATARI ST
SPECTRUM • AMSTRAD
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ST SPECTRUM

JUDGE DREDD

BY VIRGIN

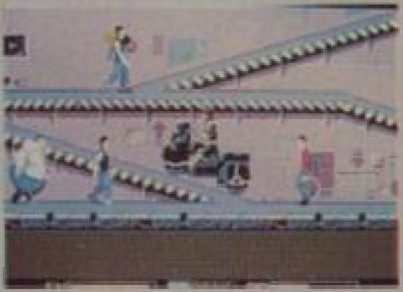
The Marshall of Mega-City One is back - and he still isn't smiling. Those with large memories will remember that Melbourne House released a Judge Dredd game several years ago, but unfortunately it wasn't up to the standard befitting such a character. In Virgin's addition to the saga, Ol' Stoney Face is out to stop another crime wave which threatens to destroy the future metropolis completely!

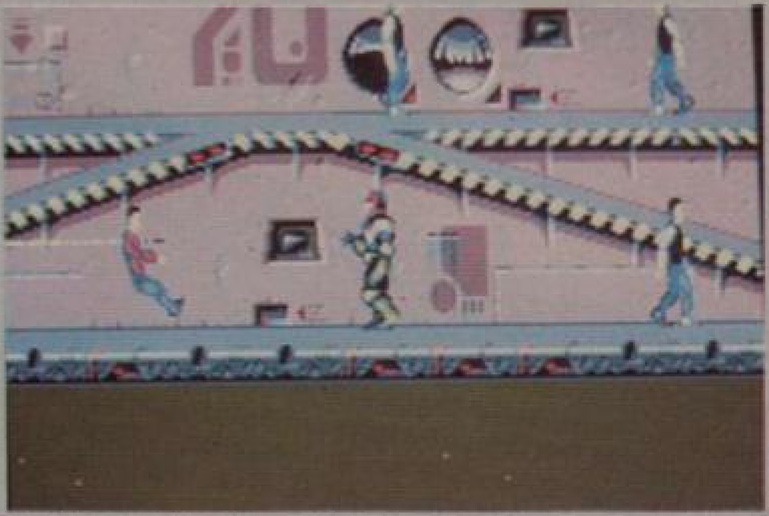
First off, Dredd has to stop the League of Fatties from gorging themselves on all of Mega-City's food supplies. To do this, he must locate and destroy four food generators, but this is no easy task - the Fatties are aware of his plans, and are out en masse to put the weight on (so to speak).

Fatties can be blasted, but there are perps (criminal perpetrators, for those who don't know) to be wasted for extra ammo (such as heat-seekers or high-energy shells). Ordinary citizens are around and about, and if these are killed, the crime wave increases dramatically!

Dredd also has his Lawmaster cycle, with which he can zoom around the city at high speed, but for this he has to sacrifice all of his firepower (which is strange, as the bike is supposed to have a flippin' great cannon on the front!).

Once the level is complete, Dredd has to move on to new and more dangerous missions, leading up to the climax - Dredd against the four Dark Judges - Fear, Fire, Mortis, and a particularly nasty piece of work called Death...





▲ *Criminal blasting with Judge Dredd.*

▲ *Atop his mighty vehicle, Dredd is unstoppable!*

UPDATE

Dredd will be enforcing the law on the Amiga (£19.99), C64 (£9.99) and Amstrad (£9.99) any time now, so look out for an Update in a future issue. The graphics and the gameplay shouldn't be radically different from the versions reviewed here, so don't get your hopes up too high.

SPECTRUM
£9.99

Marginally better than the ST version, simply because it makes better use of the machine's capabilities. Apart from that, it's exactly the same game, so the same problems with the gameplay applies. Only have a look if you can't live without your fix of 2000 AD, or better still, read a few progs!

OVERALL 54%

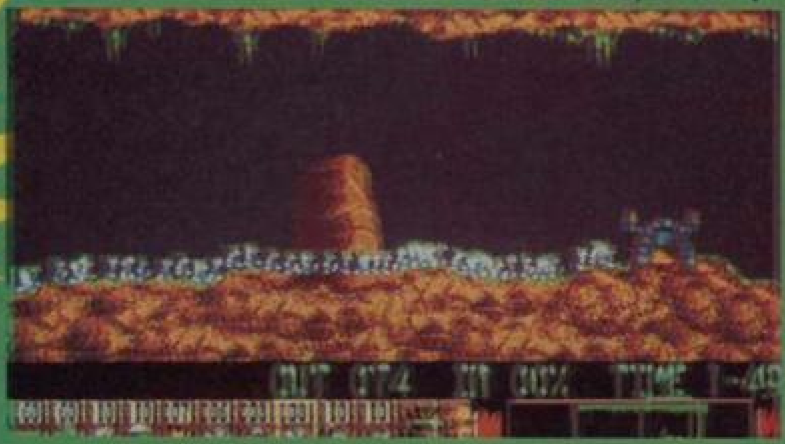
ST
£19.99

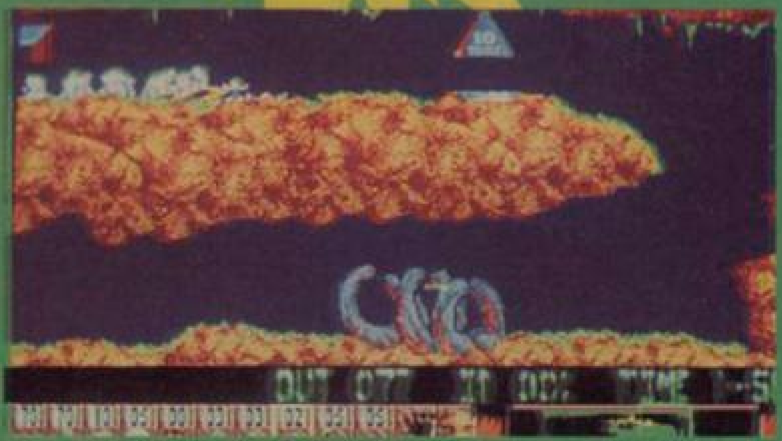
The first Dredd licence wasn't exactly brilliant, and didn't live up to the enormous potential of the character, and this game falls into the same category. The graphics aren't stunning, by any means - the screen is small and jerky, the sprites are flat and two-dimensional, and ol' JD himself doesn't exactly give off the impression of being a well 'ard Mega-City law enforcer. Another missed opportunity is the super chunky comic stills which look like expanded Spectrum pics - why no full colour Dredd artwork? The gameplay is also full of glaring inaccuracies - the Lawmaster bike's lack of weapons for one - which will leave any Dredd fans disappointed. More fundamentally, the game itself suffers from being very difficult to play, and the controls, especially moving up and down ramps, are tough to get to grips with. While this is an improvement over Melbourne House's Dredd licence, this still only rates a "mediocre", and it's quite a let-down, considering what could be done with such a strong character.

ROBERT SWAN

GRAPHICS	63%
SOUND	54%
VALUE	56%
PLAYABILITY	51%
OVERALL	**55%**

It's a bit crowded here, innit? ▼





▲ Don't jump, I didn't mean it!

LEMMINGS

BY PSYGNOSIS

C+VG HIT!

Lemmings are lovable little creatures - very cute and cuddly. The only problem is, they're about as intelligent as a cabbage and their suicidal antics usually lead to them biting the dust in a number of hair-raising ways. It's your job to join up with the Lemming Preservation Squad and use all the resources at your disposal to stop them dying over four sections of forty levels (that's 160 levels altogether, fact fans).

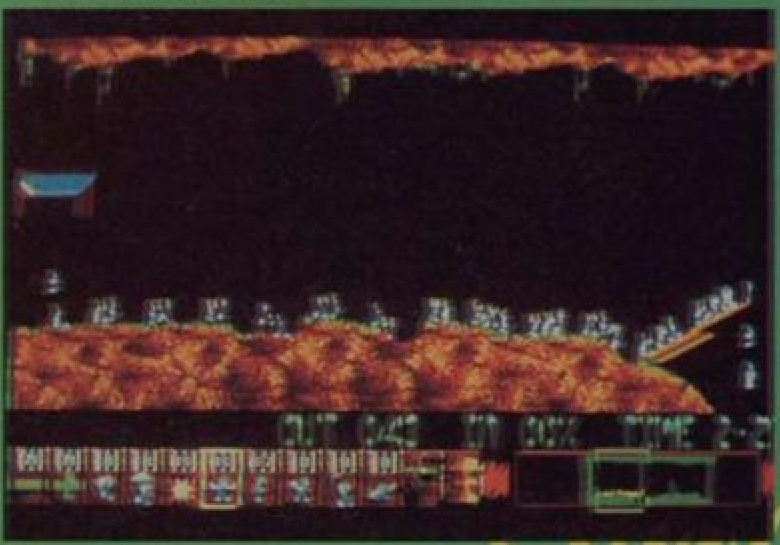
At the start of each level, the Lemmings are deposited on the horizontally scrolling landscape and to make them all safe you must guide them to the exit. However, on the way, all manner of traps and natural obstructions get in the way of the Lemmings' progress. Using your omni-purpose mouse pointer, you can overcome these hazards by assigning a particular job to a particular Lemming, be it mining (to make them burrow into the landscape), building (which gets them to construct bridge), climbing or blocking. Lemmings are too thick to actually change direction for themselves, so a Blocker Lemming just stands in their way and stops them passing - essential to keep your little friends from dying a horrific and premature death.

Added to this, Lemmings can become living bombs just by making them Bombers. A tiny countdown will appear above its head and when it reaches zero... Boom! The Lemming spectacularly bites the dust taking a large chunk of the scenery with it. This may sound particularly useless, but at the beginning of each level you're only given a small amount of job allocations, so, for example, only fifteen Lemmings can be made into miners. Then your bombers become a valuable commodity if you have to burrow through a platform.

If 160 levels sounds like a lot of Lemming preservation, there's an additional set of levels especially designed for simultaneous two player thrills. Here, each player has to rescue his own set of Lemmings while at the same time killing off as many of the opposing player's as possible. However, in some levels the Lemmings have to work as a team if any are to escape at all.

If all else fails and your Lemmings are doomed to a painful death, you can kill them all with the Nuke option (subtle eh?)!

▼ Suicidal tendencies?



AAAAAGH!

UPDATE

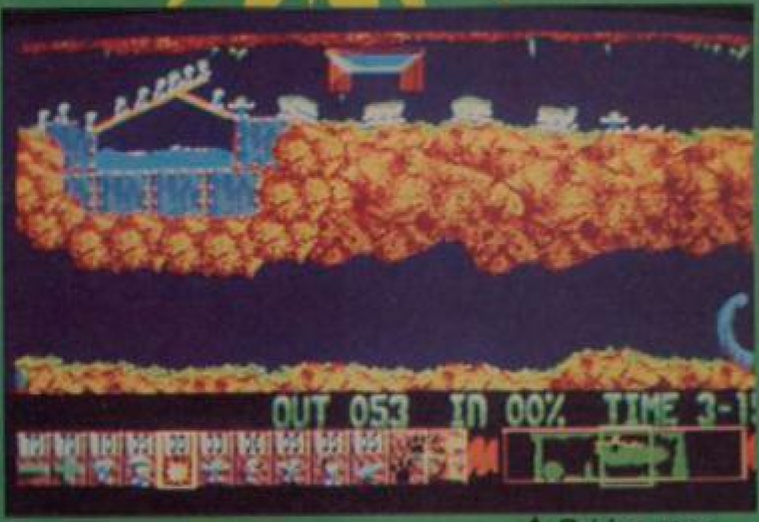
Psygnosis reckon that Lemmings is going to clean up when it's launched on the ST in February and expect similar results from the PC version (which'll be out in March) and there's even plans for an 8-bit version! We'll keep you informed.

AMIGA
£24.99

Lemmings ranks as the best Psygnosis game ever! The suicidal thickies do the most hilarious things - leave them alone for long enough and they'll happily stroll off cliffs, burrow straight into traps, walk into fires or even electrify themselves! The graphics are simply superb with a huge variety in the backdrops and superb animation on the Lemming sprites - watch them gibber with fear just before you nuke the little blighters out of existence! The sound is excellent as well, with sampled speech and 25 different cutesy tunes. Some of the puzzles in the game are so frustrating that you're tempted to give up at times, but the game's strong addictive nature will have you back at the Amiga before you know it. For sheer addictiveness, Lemmings ranks as one of the best, and one of the most original games I've played on the Amiga for a very long time.

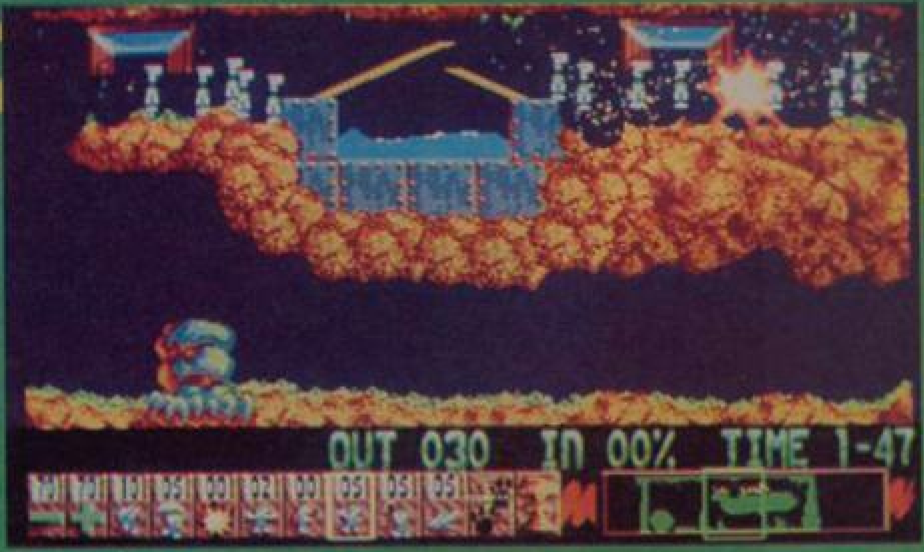
RICHARD LEADBETTER

GRAPHICS	90%
SOUND	86%
VALUE	92%
PLAYABILITY	93%
OVERALL	93%



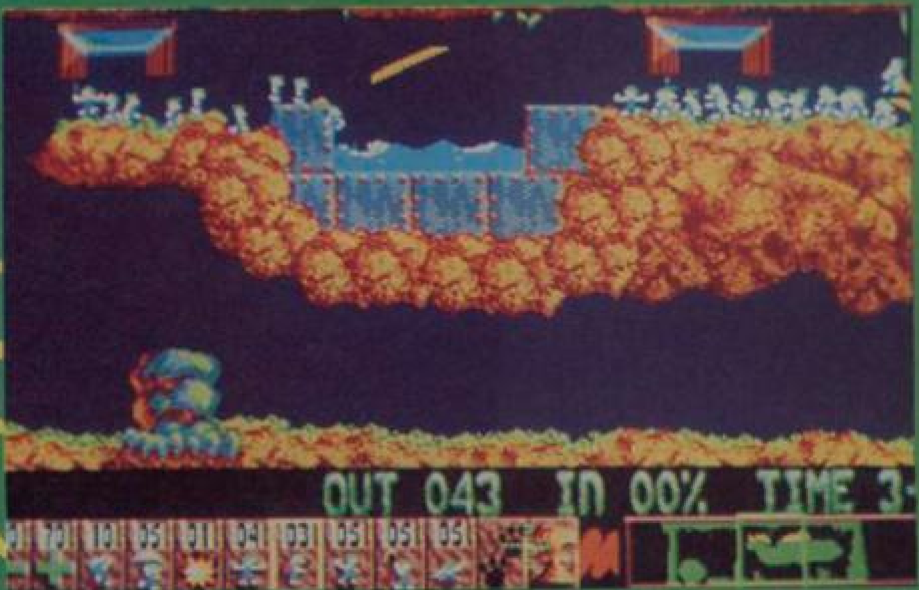
▲ Bridge over troubled waters...

I told you not to drink that nitroglycerine! ▼

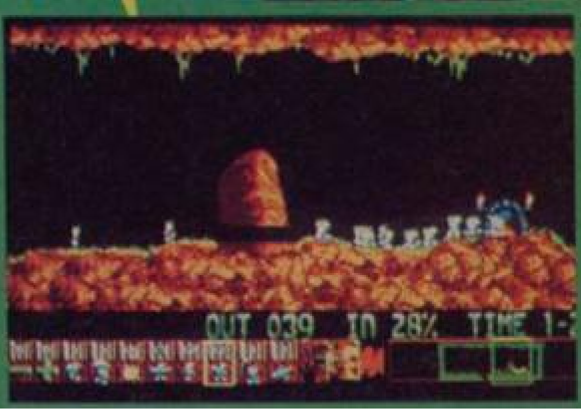


BOOM!

Coming for ▼ a swim?

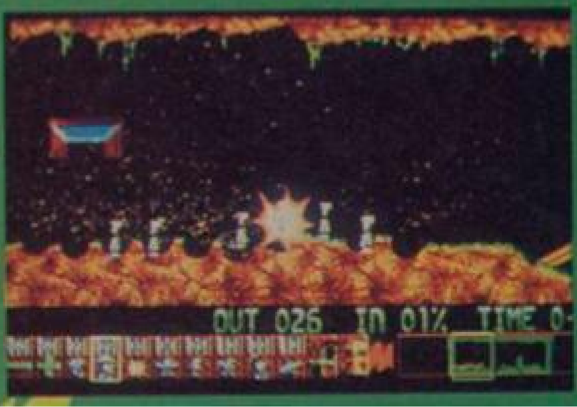


5·4·3·2·1..



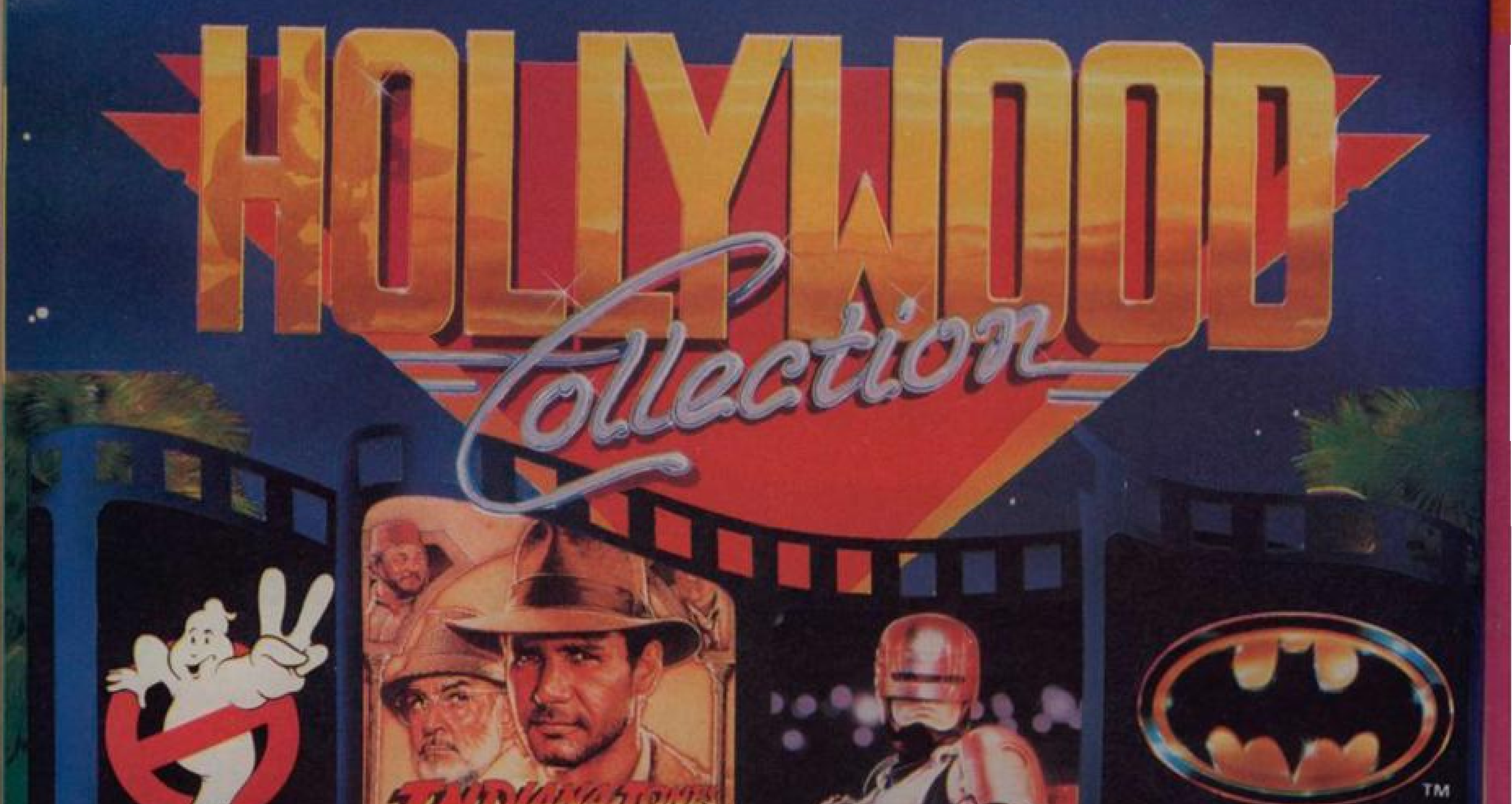
◀ Dig those Lemmings, man!

Nuke 'em! ▶



OH NO!

THE COMPILATION PACK OF MEGA STARS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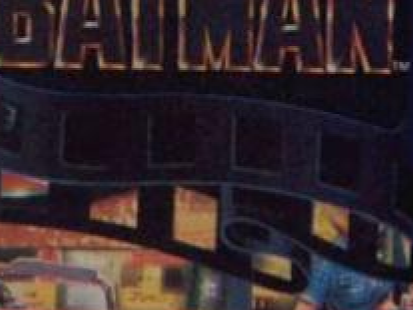
BATMAN



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AMIGA ATARI ST

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JUPITER MASTERDRIVE

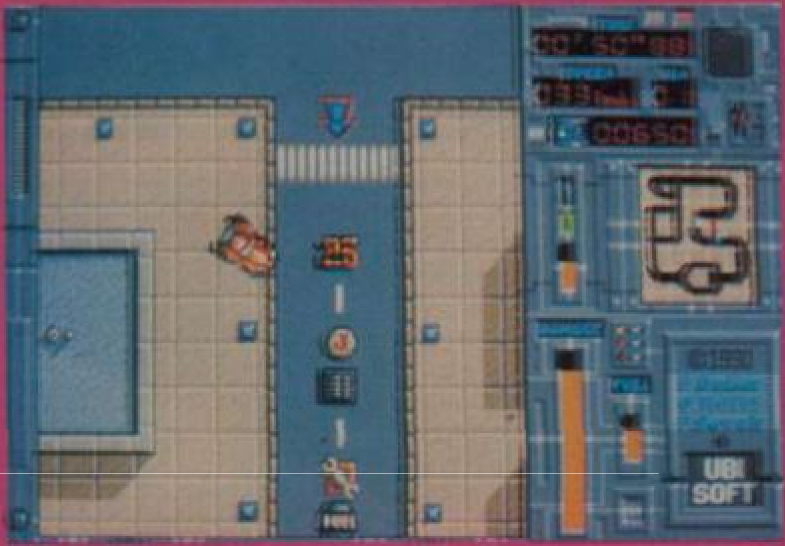
BY UBISOFT

Boy racers of the future get their high speed thrills 'n' spills at the gaseous globe of Jupiter, where a number of testing race tracks have been constructed. Here, the Masterdrive races take place - and absolutely anything goes! Each car is not only equipped with obligatory turbos, high-power engines and supa-grip tyres but also hyper-death cannons - ideal for wiping out the opposition if they're getting too speedy for their own good!

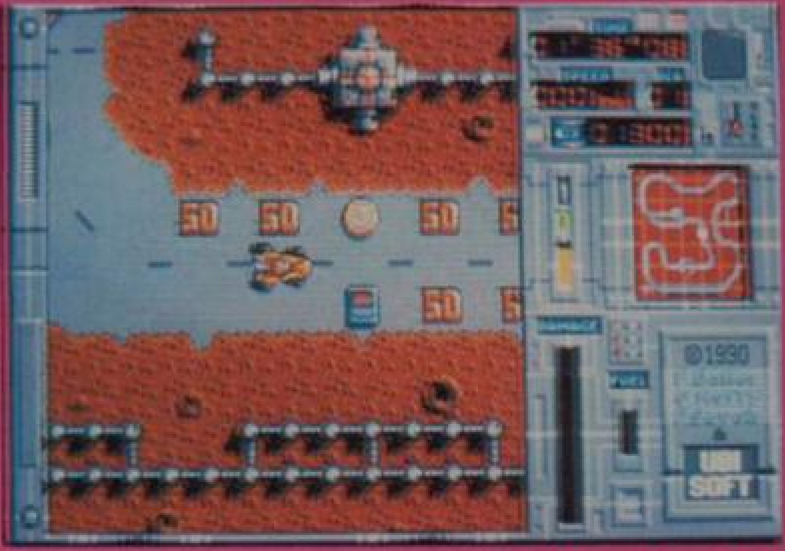
There are a number of different competitions to take part in, including the usual set-number-of-laps affair to a race in which you have to drive over ten bonus tokens before the computer player does!

When you win the race (or rather, if you win the race), it's time to toddle off to the shop where you can try to win some extra cash on the fruit machine, or use your money rather more judiciously and buy some extra bits for your car, boosting its power with turbos, larger fuel tanks, better engines and upgraded weapons systems! The computer racers just get faster and faster, and purchasing these systems is essential in order to keep that prize money rolling in!

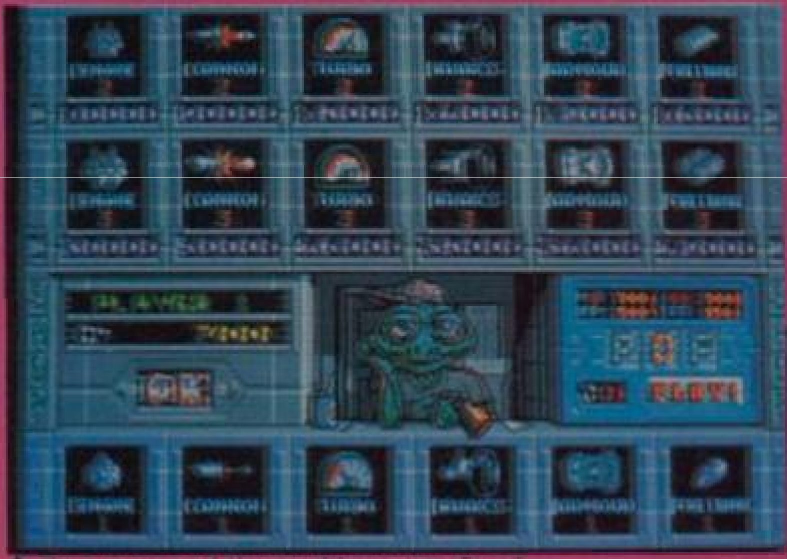
C+VG HIT!



▲ *Try driving on the road, Rich!*



Pedal to the metal! ▲



▲ *Fancy a used thermal booster, Guv?*

UPDATE

Ubisoft also plan an Amiga version of the game which should be in the shops soon at the princely sum of £24.99.

ST
£19.99

Jupiter's Masterdrive is a really speedy scrolling Super Sprint type game, with the added benefits of shoot 'em up photon death and a wide variety of power-ups. The on-screen action is really swift and the car really handles well - essential for the amount of twists the Jupiter tracks throw in your direction! The graphics are pretty good with a nice variety in all of the backdrops and some great animation on the cars themselves. Jupiter's Masterdrive is a playable effort, but it lacks a certain something that would really make it a really special game. Perhaps if there were a few more racers to set yourself up against and a bit more in the way of explosive action it'd be better still, but even as it stands, this is still a really playable slice of racing action that's highly recommended.

RICHARD LEADBETTER

GRAPHICS	80%
SOUND	81%
VALUE	83%
PLAYABILITY	89%
OVERALL	85%

NAVY SEALS

Tension has risen in the Middle East (pretty topical, eh?), to a stage where Arab extremists have shot down an American helicopter on a surveillance mission in Beirut, and are holding a group of American soldiers to ransom. Not only that, but they've also managed to get their hands on a large number of missiles, which can be fitted with nuclear warheads! Enter the Navy SEALS - the US Navy equivalent to our SAS - who are sent to rescue their comrades-in-arms, and do over more than a few Arabs on the way.

The action is viewed side-on, with the team members having to run, jump, crawl, somersault and blast their way through six levels of platforms and obstacles, in order to both rescue the military hostages, and knock out the captured missiles. The terrorists aren't going to make your life easy, though, and will shoot on sight! Time is running out - have you got what it takes?

BY OCEAN

UPDATE

The Navy SEALS will be flipping their way onto the Amiga (£24.99), ST (£19.99), and C64GS cart (£19.99) real soon now. We've had an early look at the C64GS game, and it looks a cracker, but if the programmers don't change the level of difficulty, it could end up the same way as the versions reviewed here.

SPECTRUM £10.99

Huurgh! The Spectrum game is a monochromatic version of the GX-4000 one, except this is even less playable, because the main sprite has an annoying tendency to get stuck in silly places, leaving you wide open for a bullet in the bonce! Again, a very disappointing licence, and one that could have been made so much better by simply making it a bit easier.

OVERALL 73%

GX4000 £24.99

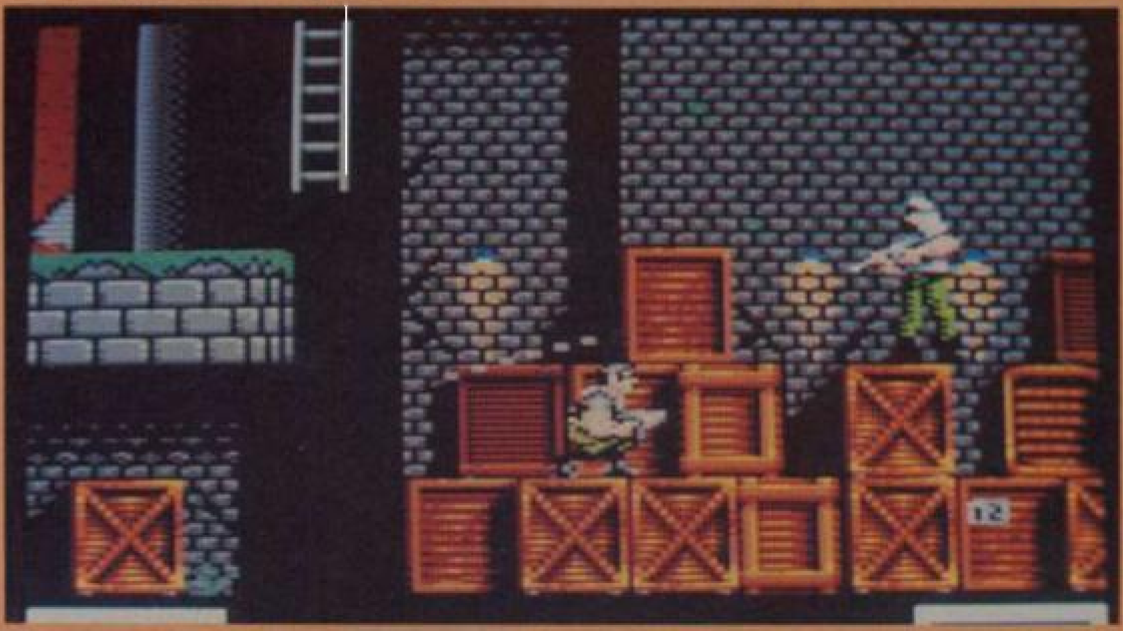
Based on the forthcoming Charlie Sheen movie (which has been postponed for political reasons), Navy SEALS could have been Ocean's surprise biggie - but unfortunately it's not, and for two reasons. Firstly, and foremost, the gameplay is so bleeding hard, it'll have you pulling your hair out within minutes! The terrorists are so fast and accurate with their guns that the only way to beat most of them is to remember where each one is from the game before, then find a safe position before they actually appear on screen. Your SEAL is also annoyingly prone during all the animated jumping-on-crates bits, and even when he's climbing a ladder he's a sitting duck and is easily shot down. The colourful and detailed graphics are SEALS greatest assets, but as I've already mentioned the animation on the player's sprite, though very realistic, gets in the way of the gameplay. Recommended only to very patient players (or for those with superhuman game-playing abilities).

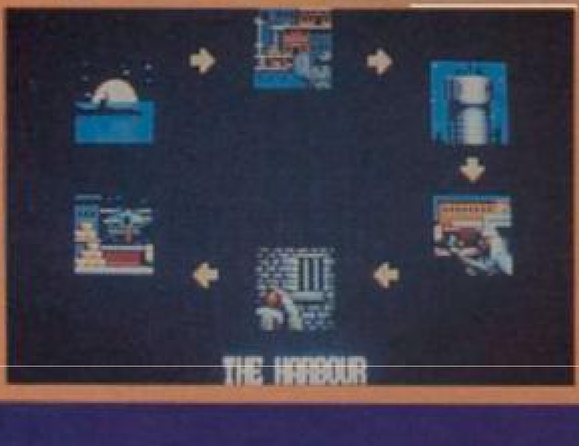
ROBERT SWAN

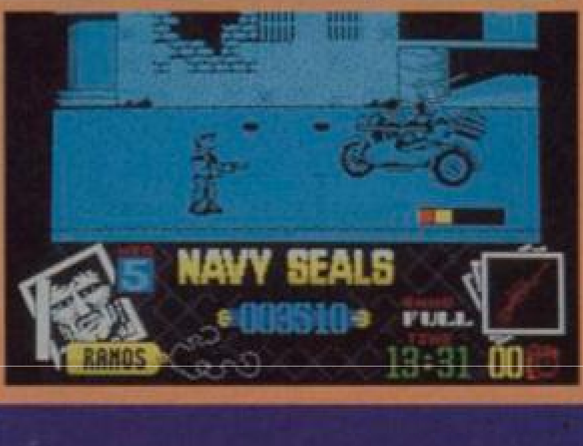
GRAPHICS	85%
SOUND	74%
VALUE	78%
PLAYABILITY	70%

OVERALL 75%

▼ *I thought seal-culling was illegal?*







Extreme

"Extreme is one mean game!"
86% Crash

"Extreme-ly good!"
85% C + VG

"A remarkable demonstration of what the Speccy can do."
80% Your Sinclair.

URGENT MESSAGE.....life sustaining power cut and self-destruct sequence started! Soon your planet will be destroyed. Time is running out - HURRY!

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Special Criminal Investigation
II

CHASE HQ II
Special Criminal Investigation
- continuing where CHASE HQ left off. The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields!

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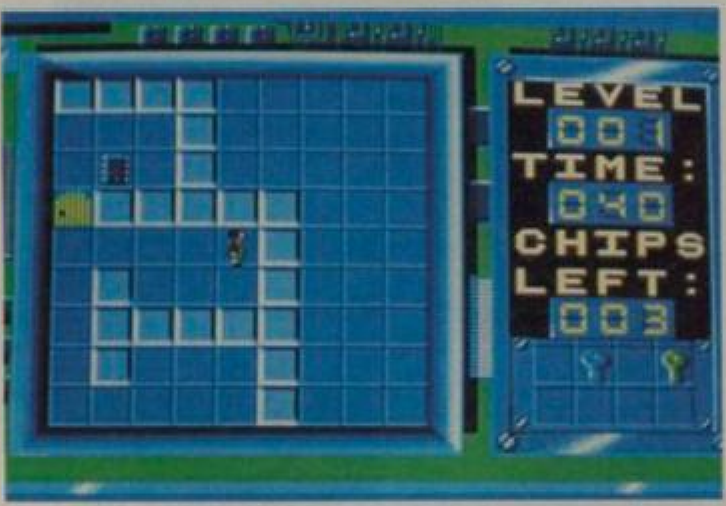
CHIPS CHALLENGE

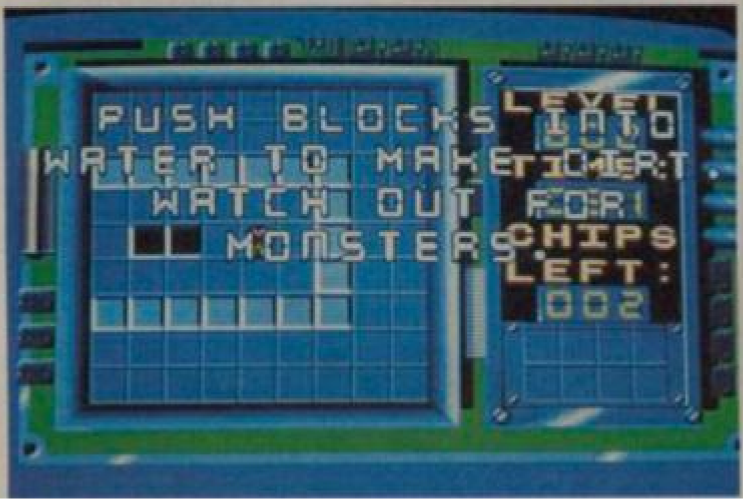
BY US GOLD

Chip is always on the lookout for a challenge and they don't come any more challenging than this one. Chip has somehow got himself trapped in a huge number of four-way scrolling mazes and the only way to get out is to collect up all the chips in each maze.

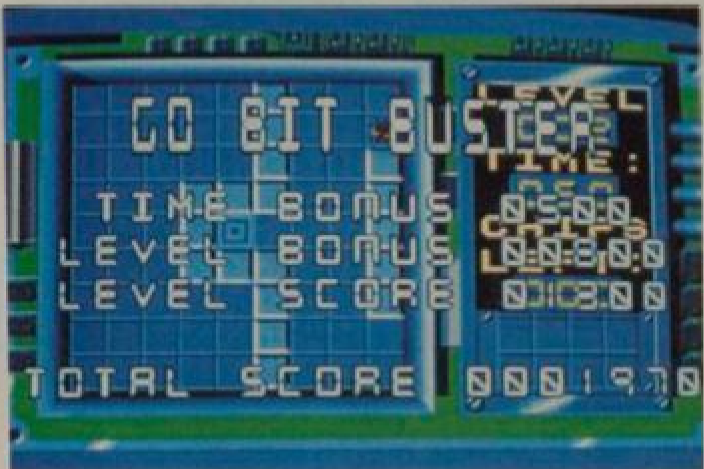
This task may sound about as challenging as putting on a hat, but when you consider where the chips have been placed around each maze, you may change your mind. Some are behind locked doors and chip can't open those doors without keys. Other vital chips are sometimes stashed behind rivers and blocks must be pushed over the water in order to cross.

But there's plenty of other potentially death-inducing traps thrown in there too, including conveyor belts and ice, so Chip's certainly got his work cut for him considering that there's around 150 different mazes to conquer before he finally escapes the maze network!




PUSH BLOCKS INTO WATER TO MAKE DIRT. WATCH OUT FOR MONSTERS

▲ *Watch out for the friendly hints 'n' advice!*


GO BIT BUSTER

▲ *Encouraging words of wisdom in Chip's Challenge.*

UPDATE

This is actually a conversion of an Atari Lynx game which has been out for several months already. The Amiga launch of Chip's Challenge will be closely followed by ST, Amstrad, C64 and Spectrum releases. Expect to part with £19.99 for the ST game and £10.99 for the 8-bit versions.

AMIGA £24.99

With its average graphics and sound, Chip's Challenge isn't going to be everyone's cup of tea. I mean, the sprites are small and the backdrops are laughably simplistic. The sound isn't much better with an annoyingly jolly tune. However, there's something in the actual game that makes it strangely addictive. It's probably something to do with the fact that the game requires a fair amount of brain-power to actually get anywhere, so it's not likely that die-hard, mega-laser death junkies are going to like this at all. Still, there's a certain satisfaction to be gleaned from finishing off a particularly devious round and with well over a hundred stages to keep you going, Chip's Challenge potentially provides hours of fun. On the face of it, the game is fairly mundane, but Chip's Challenge has hidden depths that'll have you coming back to the computer months later. An essential purchase for puzzling fanatics.

RICHARD LEADBETTER

GRAPHICS	69%
SOUND	64%
VALUE	85%
PLAYABILITY	83%

OVERALL 79%

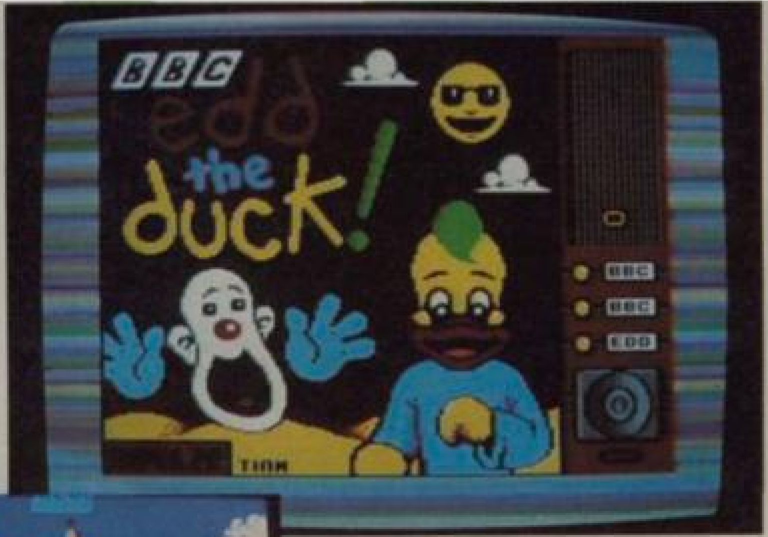
AMIGA C64 SPECTRUM

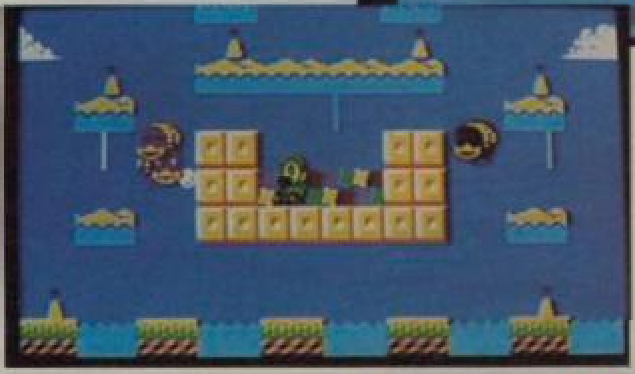
EDD the DUCK

BY IMPULZE

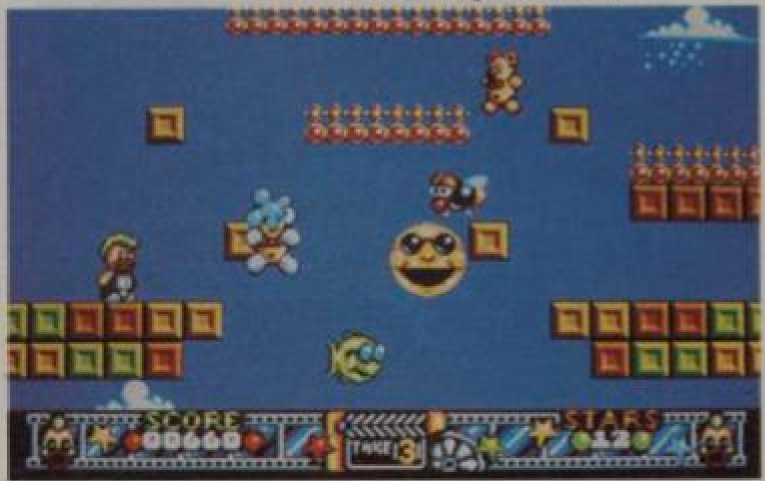
Edd the Duck. Superstar, pop singer, next week's Sunday dinner. What a hero! This new game chronicles Edd's attempts at producing his latest TV extravaganza, set across nine episodes in three different highly exotic BBC TV departments (Weather, Special Effects and Children's TV). Edd's idea of entertainment is to run about a vertically scrolling platform area collecting stars (exciting or what?). When 20 have been collected the episode ends, and Edd moves on to the next, where he does much the same thing.

Unfortunately, everything isn't well. Edd's arch-nemesis, Wilson the Butler (he of the white glove) has despatched evil cronies to run around the set and bump Edd off. Nasty eh? That being the case, Edd has decided to pack his mega Snowball Shooter to temporarily freeze any of Wilson's henchmen that get in the way.





▼ *Wilson's minions accost Edd in the Amiga version.*



▼ *Yet more Amiga Edd laffs!*

SCORE
00660
STARS

UPDATE

Amstrad and ST versions of Edd the Duck are in the offing. Expect to see them in the shops any day now.

SPECTRUM £9.99

Urrghh! Jerky scrolling, appalling colour clash and awful playability make Edd the Duck about as inviting as a punch in the family jewels. Avoid.

OVERALL 29%

C64 £9.99

Oh dear. A bit easier than the Amiga game, but just as bad. Why buy a Rainbow Islands clone for a tenner when the real thing's the same price and far superior into the bargain?

OVERALL 42%

AMIGA £24.99

Oh my word! A licence based on a puppet with a hand shoved up its bum! I suppose it doesn't really matter what the licence is like if the game's any good, but unfortunately Edd the Duck ranks as being one of the most tragic platform games I've ever had the misfortune to play. The game attempts to be Rainbow Islands without the rainbows, and although graphically it's fine (if completely unspectacular), the playability is reduced to singular frustration by the fact that Edd cannot be moved while he's jumping causing many an undignified death. Also, the idea of only temporarily freezing your opponents (rather than blasting them to oblivion) simply doesn't work as they have a tendency to thaw out at just the wrong time (once again resulting in a hideous death). For 25 notes, Edd the Duck is a complete joke - and I'm not laughing.

RICHARD LEADBETTER

GRAPHICS	69%
SOUND	63%
VALUE	32%
PLAYABILITY	40%

OVERALL 42%

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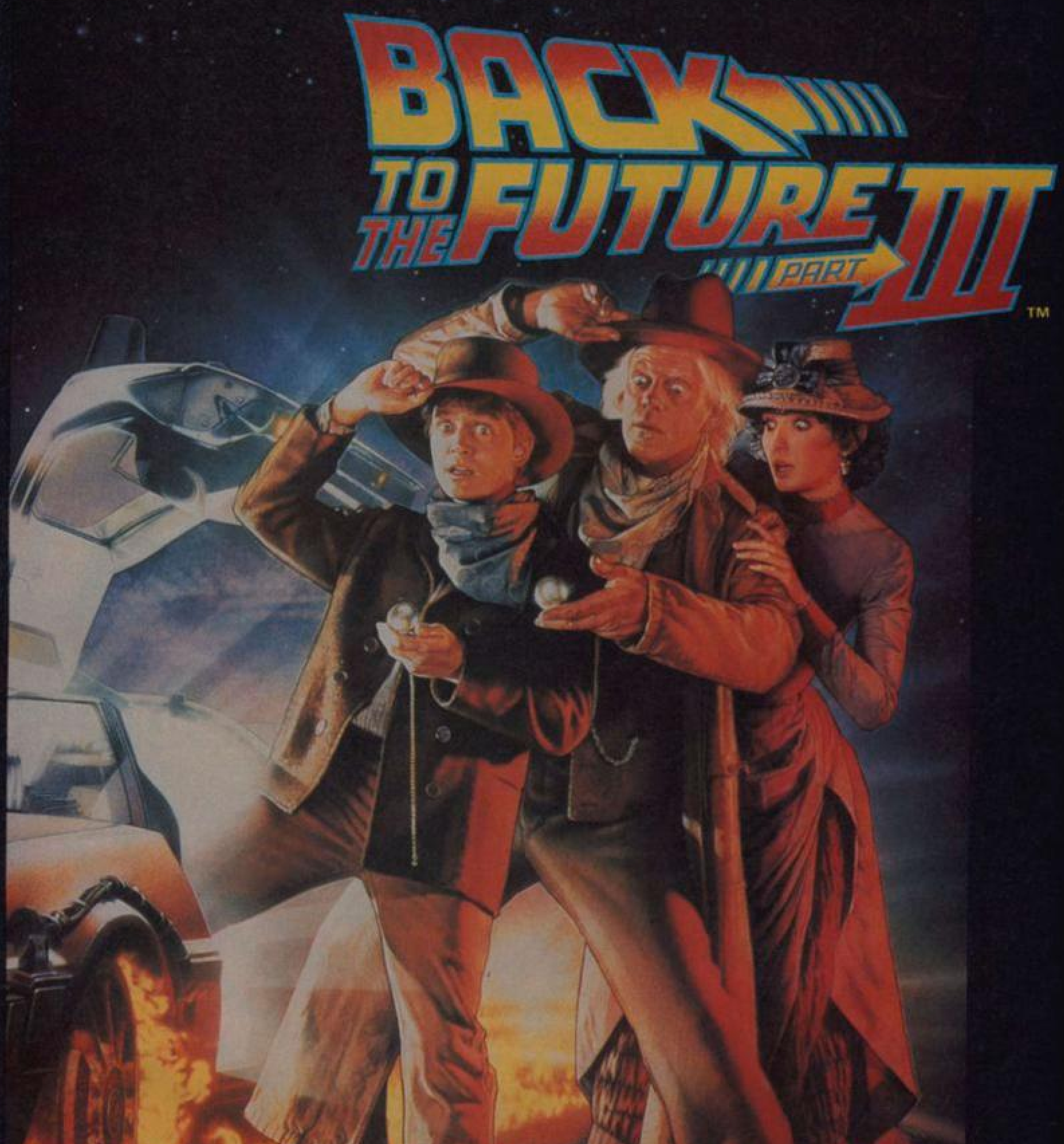
BACK TO THE FUTURE PART III
TM
image WORKS

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THE GALLUP ALL FORMATS TOP 20

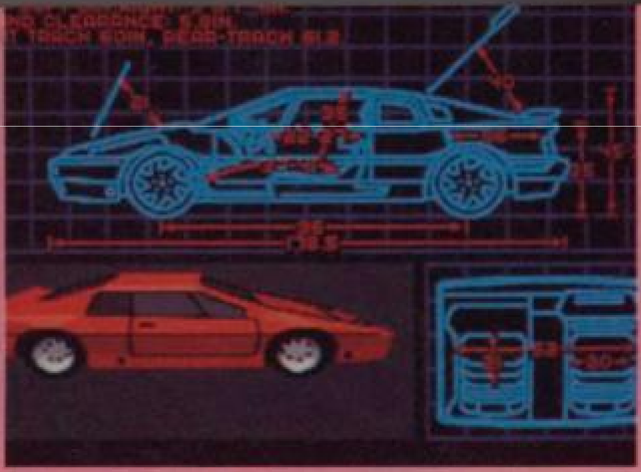
THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	TURTLES	IMAGEWKS	●	-	●	-	-
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	1	OUT RUN	KIXX	●	●	●	●	●
4	2	GUARDIAN ANGEL	CODE MSTRS	●	●	●	●	●
5	5	QUATTRO ADV	CODE MSTRS	●	●	●	-	-
6	3	TARGET RENEGADE	HIT SQUAD	●	●	●	-	-
7	-	WONDERBOY	HIT SQUAD	●	●	●	-	-
8	8	RUN THE GAUNTLET	HIT SQUAD	●	●	●	-	-
9	13	R-TYPE	HIT SQUAD	●	●	●	●	●
10	12	QUATTRO ARCADE	CODE MSTRS	●	●	●	-	-
11	-	BACK TO FUTURE 2	IMAGE WKS	●	●	●	●	●
12	-	DT'S SUPER TEST	HIT SQUAD	●	●	●	-	-
13	7	QUATTRO COMBAT	CODE MSTRS	●	●	●	-	-
14	4	JAWS	ALTERNATIV	●	●	●	-	-
15	-	SUPER HANG-ON	HIT SQUAD	●	●	●	●	●
16	-	BATMAN 3D	HIT SQAUD	●	●	●	-	-
17	14	SOCCER DOUBLE	E+J	●	●	●	-	-
18	-	DOUBLE DRAGON	MSTRTRONIC	●	●	●	●	●
19	-	GOLDEN AXE	VIRGIN	●	●	●	●	●
20	-	FANTASY DIZZY	CODE MSTRS	●	●	●	-	-

As predicted, those Teenage Mutant Hero Turtles storm straight to the top of the charts - and that's only on two (count 'em) formats! Once all the versions are out, will there be any stopping them? Will RoboCop 2 or Golden Axe have to fight off the hordes of budget software just to get a look in? Only time (and next month's chart) will tell...

THE C+VG CHARTS

AMIGA TOP 20

1	1	F-19 Stealth Fighter	MicroProse	92%
2	4	TI Dizzy	Code Mstrs	80%
3	-	Lotus Esprit Chall	Gremlin	94%
4	14	Kick Off 2	Anco	95%
5	-	Golden Axe	Virgin	90%
6	9	Targhan	Action 16	61%
7	15	Wheels of Fire	Domark	79%
8	-	Power Pack	Beau Jolly	82%
9	3	Adv Fruit Machine	Code Mstrs	75%
10	-	Gremlins II	Elite	82%
11	-	M1 Tank Platoon	MicroProse	79%
12	-	Hollywood Collect	Ocean	71%
13	5	Yogi's Gt Escape	Hi-Tec	83%
14	16	Corporation	Core	82%
15	10	Drum Studio	Players	60%
16	-	Count Duckula	Alternative	72%
17	-	Hong Kong Phooey	Hi-Tec	39%
18	-	Hitchhiker's Guide	Mstrtronic	87%
19	12	Supremecy	Virgin	83%
20	-	Midnght Resistance	Ocean	80%



F-19 soars above the rest of the pack this month, but at long last, the brill Lotus Esprit Challenge screeches in, and at the number three slot, too! Still no Turtles, but next month...

ROB'S TIP FOR THE TOP

If the All Formats Chart is anything to go by this month, I would - to be perfectly truthful - have to say the Turtles are gonna be there and stay there for some time to

Once more onto the breach, as the Codies and Hit Squad run amuck throughout the C64 chart, with only ONE (count 'em) full price game - the excellent Golden Axe! Where's all the Chrimbo biggies?

ROB'S TIP FOR THE TOP

The Turtles will probably end up in the top slot, but what with the brilliant NARC and Golden Axe, I'm not sure if it'll stay that way for long...

SCORE 0000000 LAP 0' 35"
STAGE

C64 TOP 20

1	11	Paperboy	Encore	47%
2	-	Super Hang-On	Hit Squad	32%
3	1	Out Run	Kixx	44%
4	16	Quattro Sports	Code Mstrs	70%
5	-	Wonderboy	Hit Squad	79%
6	6	Run the Gauntlet	Hit Squad	72%
7	4	Target Renegade	Hit Squad	80%
8	12	Quattro Arcade	Code Mstrs	67%
9	-	Combat School	Hit Squad	83%
10	2	Quattro Adv	Code Mstrs	77%
11	-	DT Super Test	Hit Squad	85%
12	14	Salamander	Hit Squad	93%
13	-	Golden Axe	Virgin	92%
14	-	Double Dragon	Mstrtronic	62%
15	15	Fantasy Dizzy	Code Mstrs	81%
16	-	Back to Future 2	Imageworks	53%
17	-	Bigfoot	Code Mstrs	73%
18	7	Quattro Combat	Code Mstrs	67%
19	8	Guardian Angel	Code Mstrs	40%
20	-	Pro Boxing	Code Mstrs	77%

ATARI ST TOP 20

1	11	F-19 Stealth Fighter	MicroProse	89%
2	3	TI Dizzy	Code Mstrs	80%
3	10	Lotus Esprit Chall	Gremlin	89%
4	1	Italia 1990	Code Mstrs	38%
5	2	Adv Fruit Machine	Code Mstrs	76%
6	12	Shadow of Beast	Psygnosis	60%
7	-	Power Pack	Beau Jolly	79%
8	7	Kick Off 2	Anco	95%
9	-	St Dragon	Storm	79%
10	-	Hong Kong Phooey	Hi-Tec	33%
11	-	M1 Tank Platoon	MicroProse	76%
12	-	Super Off Road	Virgin	93%
13	-	F29 Retaliator	Ocean	60%
14	4	Targhan	Action 16	55%
15	-	Supremacy	Virgin	82%
16	15	Captive	Mindscape	93%
17	-	Hyperaction	Impressions	77%
18	-	Power Up	Impressions	80%
19	-	Renaissance	Impressions	53%
20	-	Count Duckula	Alternative	70%

LAP
NITRO
Wipeout

F-19 soars back to the top after a slight hiccup, but Lotus screeches into third place with eyes on pole position! Super Off Road hits the charts at last, but again it's a pretty poor chart all round.

ROB'S TIP FOR THE TOP

The Turtles may be in with a fighting chance, but Lotus and the brilliant Team Suzuki should give the reptilian wrecking crew a run for their money.

TARGHAN
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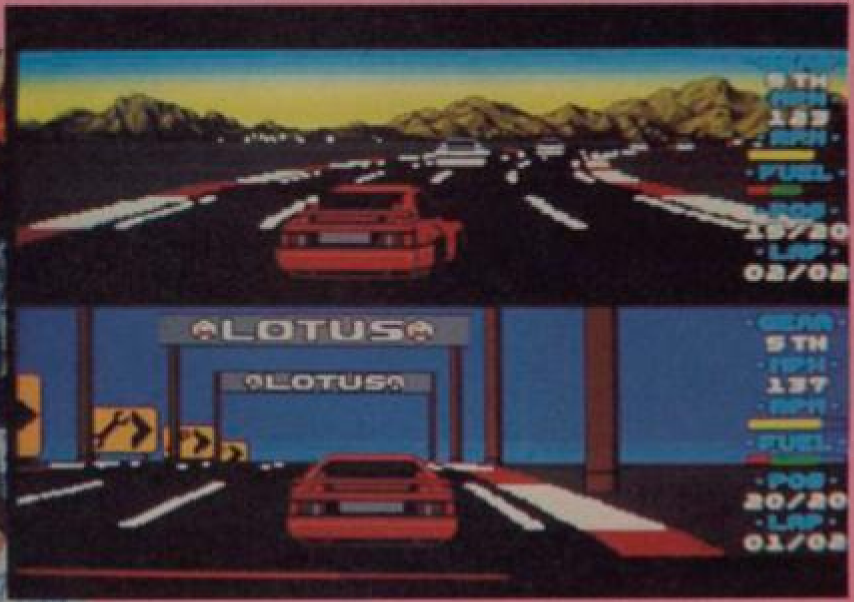


What a surprise, eh, folks? Those flippin' Turtles slash their way straight to the top of the charts, but the other Christmas top guns have yet to appear! I wonder if the heroes-in-a-half-shell can hold that position when the other games emerge...

ROB'S TIP FOR THE TOP

I've said it before, and I'll say it again, but methinks the ninja foursome will hold out for a month. After that, it's anyone's guess...

KONAMI
TEENAGE MUTANT HERO TURTLES
DONATELLO

SPECTRUM TOP 20

1	-	Turtles	Imageworks	85%
2	8	Paperboy	Encore	85%
3	3	R-Type	Hit Squad	93%
4	2	Out Run	Kixx	70%
5	-	Batman 3D	Hit Squad	90%
6	-	Predator	Hit Squad	45%
7	9	Run the Gauntlet	Hit Squad	74%
8	-	Kwik Snax	Code Mstrs	65%
9	13	Match Day 2	Hit Squad	87%
10	6	Soccer Double	E+J	68%
11	11	Guardian Angel	Code Mstrs	40%
12	5	Target Renegade	Hit Squad	85%
13	-	Back to Future 2	Imageworks	45%
14	14	Quattro Adv	Code Mstrs	63%
15	-	Renegade	Hit Squad	79%
16	-	DT Super Test	Hit Squad	72%
17	-	Wonderboy	Hit Squad	61%
18	-	Top Gun	Hit Squad	50%
19	18	Fantasy Dizzy	Code Mstrs	80%
20	10	Quattro Combat	Code Mstrs	67%

If budget be the food of love, well, then I'm stuffed right out, and no mistake! (wot? - Ed) Well, the Turtles are at the top (as predicted), but still no big titles making a showing! Methinks this time next month, the charts will be more than a little different...

ROB'S TIP FOR THE TOP

There's still a lot of stuff to appear in the charts, namely all of Ocean's Christmas biggies, but I reckon the Turtles will hold out - just.

AMSTRAD TOP 20

1	-	Turtles	Imageworks	88%
2	5	Quattro Adv	Code Mstrs	74%
3	4	Guardian Angel	Code Mstrs	40%
4	14	Paperboy	Encore	85%
5	-	Batman 3D	Hit Squad	90%
6	9	Jaws	Alternative	38%
7	2	Target Renegade	Hit Squad	80%
8	7	Quattro Arcade	Code Mstrs	65%
9	10	Out Run	Kixx	47%
10	1	R-Type	Hit Squad	79%
11	-	Wonderboy	Hit Squad	70%
12	6	Quattro Combat	Code Mstrs	63%
13	-	Platoon	Hit Squad	61%
14	-	DT Super Test	Hit Squad	69%
15	3	Quattro Sup Hits	Code Mstrs	65%
16	11	Run The Gauntlet	Hit Squad	70%
17	-	Barbarian 2	Kixx	90%
18	-	Double Dragon	Mstrtronic	34%
19	-	Back to Future 2	Imageworks	48%
20	-	750cc Grand Prix	Code Mstrs	56%

MEGADRIVE TOP 5

1	-	John Madden Football	95%
2	1	Strider	95%
3	-	Shadow Dancer	89%
4	-	Mickey Mouse	94%
5	-	Hard Drivin'	93%

John Madden touches down at numero uno - hardly surprising! Strider still hangs on, but Mickey Mouse and Hard Drivin' could make a difference next month! Again, thanks to PC Engine Supplies of Stoke for the chart.

John Madden
FOOTBALL
© 1990 ELECTRONI
LICENSED BY SEGA ENTER

HIGH
2:02
PAUSE

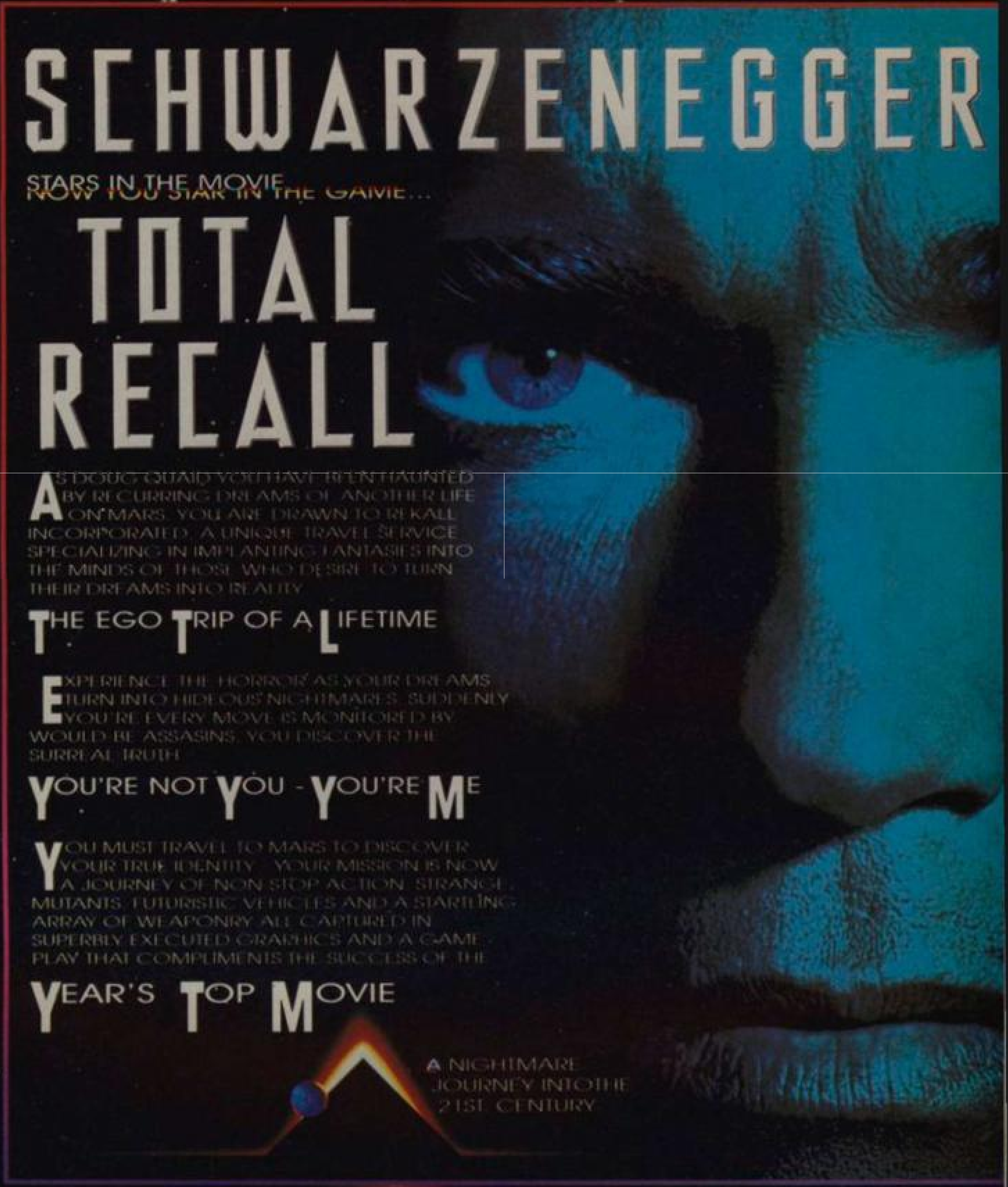
PLAYER 1
1P
PLAYER 2
TIME

PC ENGINE TOP 5

1	-	Arrow Blaster	89%
2	-	Burning Angels	83%
3	-	Don Doko Don	93%
4	4	Afterburner II	82%
5	-	Legendary Axe 2	91%

All change this month, with Arrow Blaster and Burning Angels blasting straight to the top, and Don Doko Don making its umpteenth re-entry! Thanks a bundle to PC Engine Supplies of Stoke for supplying us with the charts.

SOMEONE HAS STOLEN MY ᗡNIMIND



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JOURNEY INTO THE
21ST CENTURY

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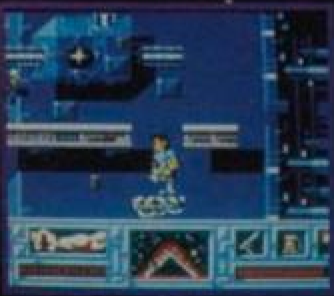

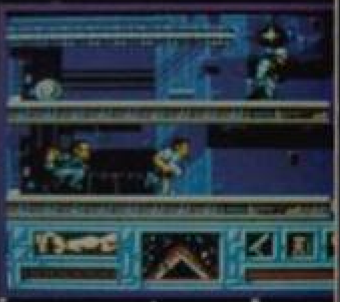

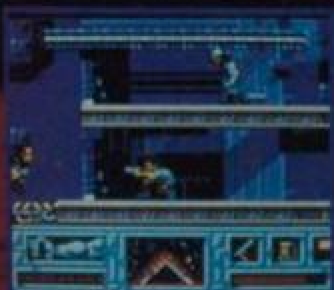

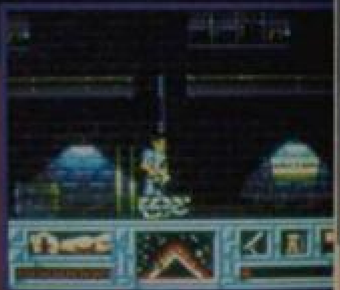

ocean®

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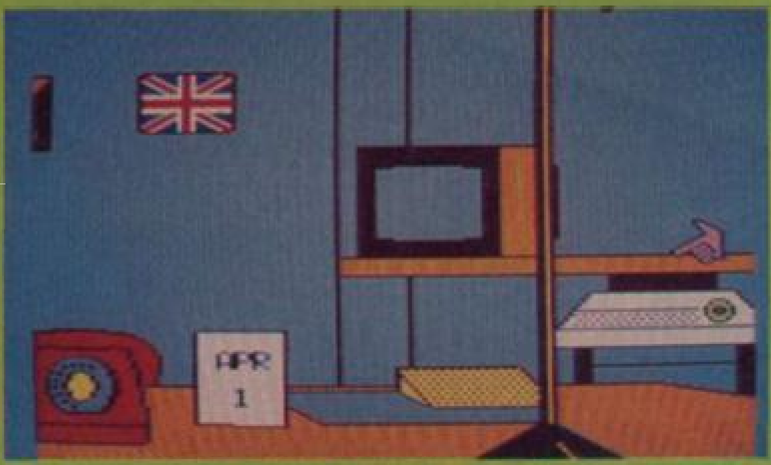
YES, PRIME MINISTER

MASTERTRONIC PLUS

A week is a long time in politics, and this - the licence from the hilarious and more often than not accurate TV series - puts you in the shoes of the Rt Hon Jim Hacker, a politician not noted for his intellectual capabilities. Your task is simply to survive in power for five days - no easy task by any stretch of the imagination! You have your two faithful (!) civil servants to aid you, the cunning and ingenious Sir Humphrey Appleby, and the tactful Bernard Wooley, both of whom will do their utmost to aid you (and themselves) along the way.

Myriad events (some trivial, some of world-shaking consequence) crop up during the week, all of which have to be acted upon in due course either from your office, or from the House of Commons itself. If you're successful, Parliament will carry on, and the good name of J Hacker PM will remain unsullied. Failure will result in scandal, and an unwanted appearance on the front page of The Sun.

Anyway, all three versions play much the same, apart from minor graphics differences, and present excellent value for only three quid. If you loved the TV series, you'll enjoy this, so grab it at the first chance.



SPECTRUM
£2.99

Not great graphically or sonically, but bundles of fun nonetheless, and a pretty good license. Take a peek if you fancy being PM.

OVERALL 86%

C64
£2.99

Again, not the greatest thing since sliced poll tax in the audio-visual stakes, but entertaining enough to warrant a good look.

OVERALL 86%

AMSTRAD
£2.99

If you think you could do a better job than Mrs T (ooh, bit of politics), and you enjoyed the show, then grab this and have a bash!

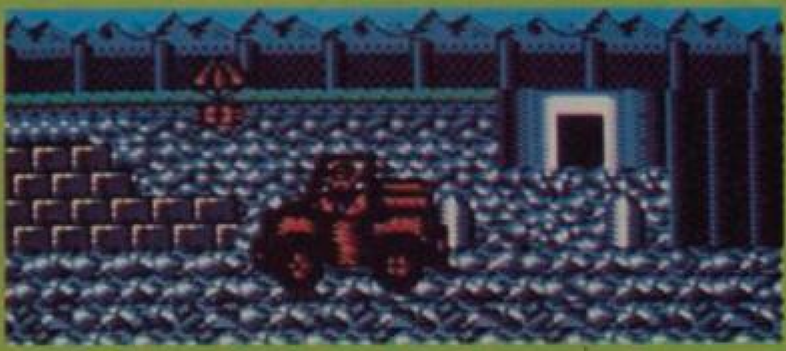
OVERALL 86%

OPERATION HANOI

PLAYERS

It's time to grab your Uzi, and head out to Kampuchea, where the tyrannical leadership under the command of Lee Ho Fook have developed a super tank, with which they are terrorising the defenceless population. Your mission, should you choose to accept it, is to lead a small but perfectly formed commando assault squad across rivers and jungles, to a harbour where you must confront and defeat the evil Fook and his metal monstrosity. In fact, with all of the blurb and bumph out of the way, this is an Operation Wolf clone, pure and simple!

Unfortunately, while the graphics are good, the game is really too slow to be very enjoyable. If you want Op Wolf on your 64, you'd be better off buying a compilation with the original conversion on it, or waiting for it to be re-released on budget.



C64
£2.99

Initial good points outweighed by sloppy gameplay and slow movement of sprites make this a budget game to be avoided.

OVERALL 32%

20
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JOCKY WILSON'S DARTS

ZEPPELIN 16 BIT

Wun-hunnertun-aiee-tee! If beer-swilling men with guts hanging over their trousers throwing small metal arrows at a circular board eight feet away is just your thing you may be interested in this Zeppelin release. Of course, it's a darts game featuring the small, rotund Scot with no teeth. The game is in three parts, a head-to-head challenge against a human player, a round the clock which pits you against Jocky Wilson himself - oooh! game, and the tournament,

Graphically, the game is very nice indeed, with some very tasty touches, and the sound's not too bad, either. The gameplay falls down because it's a bit too easy to play - here at least, Jocky's not the unbeatable arrow-chucker he's made out to be. Jocky Wilson's Darts isn't exactly the superb piece of 16 bit software the packaging makes it out to be, but nonetheless it's a fun game, and quite entertaining if you fancy a game of darts and don't have enough money for the bus to the pub.

AMIGA
£6.99

An okay game of darts, but it's not as fun as the real thing - where's that board with the picture of Bonnie Langford on it?

OVERALL 77%

ELIMINATOR

PLAYERS

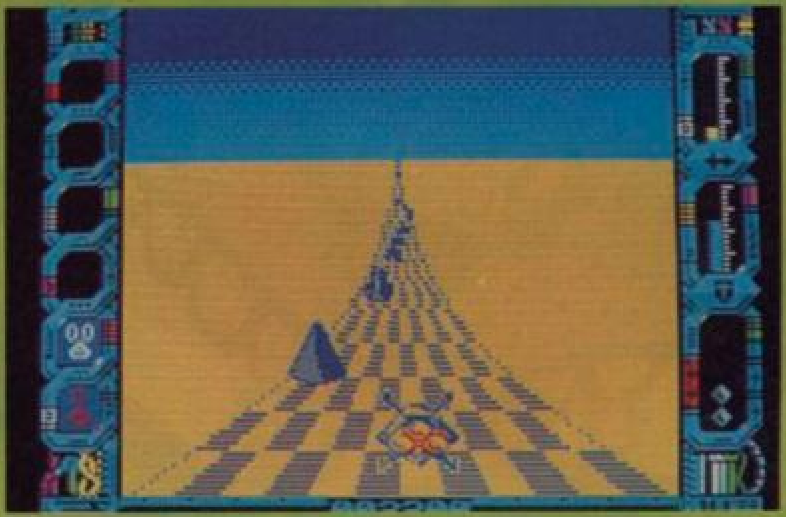
Take the helm of the Eliminator - "a machine encircled by death; that kills but cannot be killed!" as the blurb would like to point out. In other words it's your job to shoot around the 3D tracks dealing out death and mayhem to any enemy sprites that dare get in the way.

Eliminator was originally a 16-bit game and unfortunately, a lot of the playability has been lost in the translation to the C64. The music isn't bad and the graphics are quite impressive for Commodore's 8-bit machine, but unfortunately a lot of the sparkle of the original game has been lost in this conversion. Give it a go if you're into sprite-based 3D destruction.

C64
£2.99

Not exactly the most amazing blast ever, but Eliminator is quite addictive in the short term.

OVERALL 72%



RANARAMA

PLAYERS

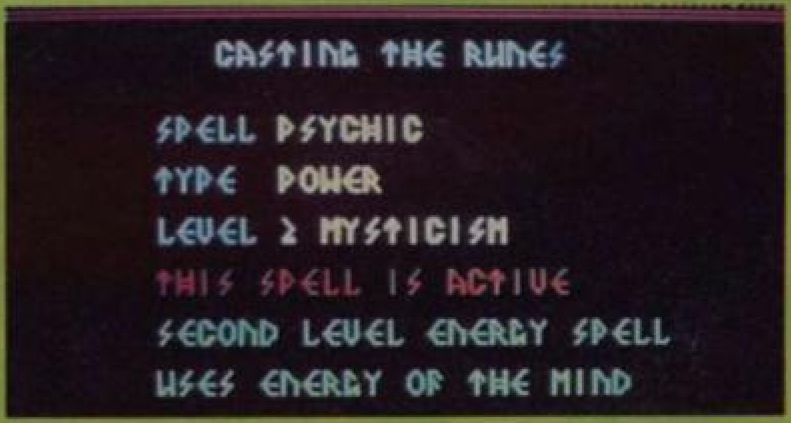
Become Mervyn the wizard in this cracking re-release of an old Hewson game. Poor old Merv is the last in a long line of white wizards and to escape the clutches of evil, invading warlocks he's gone and changed himself into a frog! Now he's got to escape a set of lethal gauntlet-esque dungeons and butcher all the evil warlocks at the same time. Merv can blast these guys or enter into a head-to-head sub-game with them, where he has to re-arrange jumbled letters to spell RANARAMA. He can then use the dead warlock's runes to buy new, more powerful spells.

Ranarama is getting on a bit, but it's still probably the best 8-bit Gauntlet-type game available, enhanced no end with the addition of a brill magic system. A fabulous re-release which more than deserves to sell well at the magic budget price.

C64
£2.99

A fabby Gauntlet game that should go straight to the top of your shopping list.

OVERALL 90%



CASTING THE RUNES

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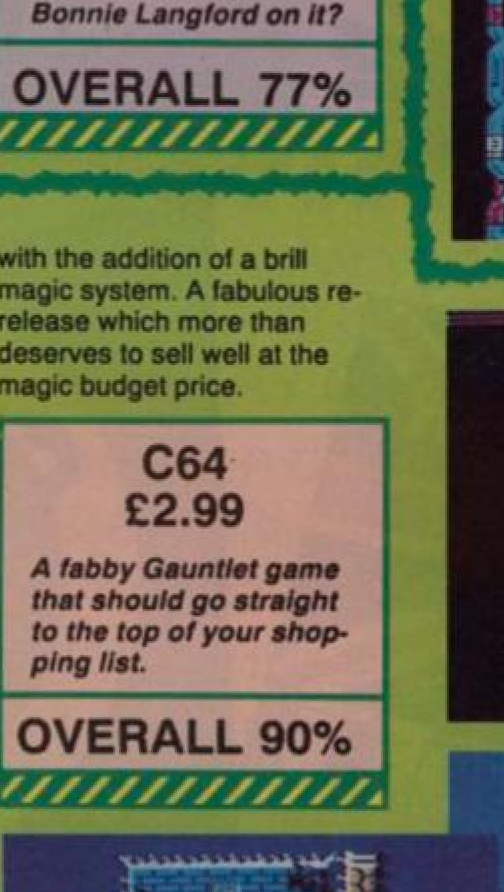
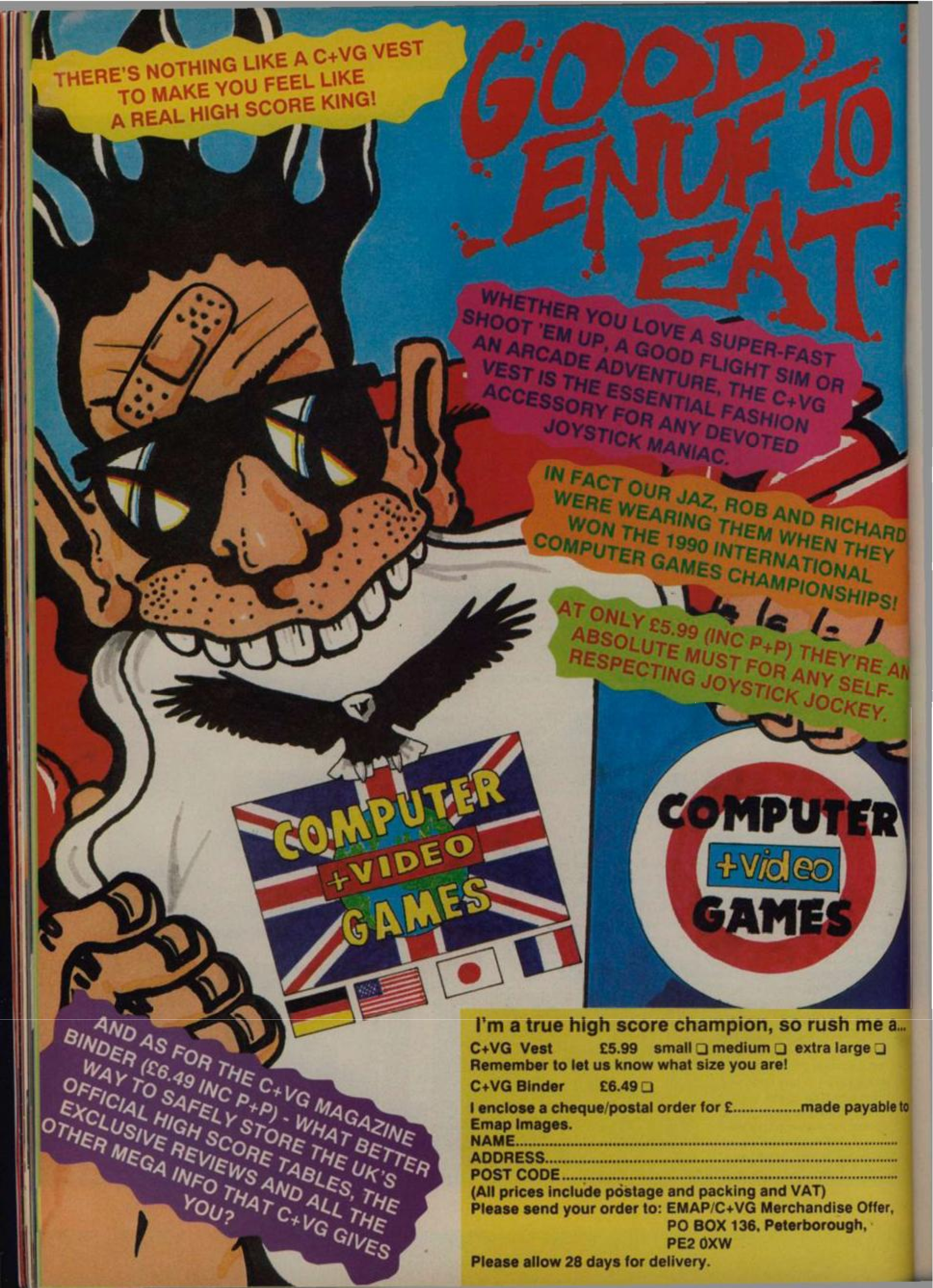
TYPE POWER
LEVEL 2 MYSTICISM
THIS SPELL IS ACTIVE
SECOND LEVEL ENERGY SPELL
USES ENERGY OF THE MIND

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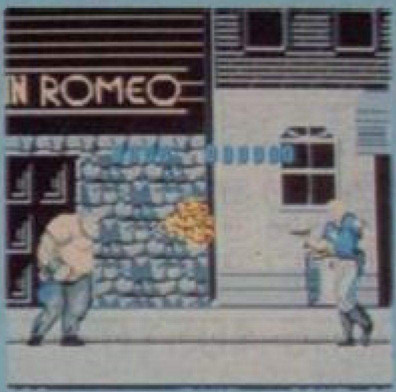
UPDATE

E-SWAT

US GOLD

Having copped a storming 88% on the Amiga last issue, the well 'ard cyber cops blast on to the ST! Graphically similar to the Amiga version, but without the full-screen scrolling, the ST game is lacking in more than one department - the scrolling is slow and jerky, the sprites are very bland in appearance and jerk along at a very slow pace. The digitised speech is gone, as is any feeling of playability this game once had. If you're looking for a fast action game, forget it - you certainly won't find one here!



ST
£24.99

Ooh 'eck, what happened? The game's all in there, but the graphics are duff, the sound is ropey and the playability is well below the par set by the Amiga version.

OVERALL 55%

FINALE

ELITE

The reason this compilation is called Finale (according to Elite) is that it represents absolutely the last chance you'll have to get your mitts on these games. Well, that may be the case, but would you really want to, that's the question, as these four games - Overlander, Paperboy, Ghosts 'n' Goblins and Space Harrier - aren't exactly the hottest thing since sliced radioactive fuel rods.

Overlander is a rather basic RoadBlasters variant, with fancy graphics and sound, but unfortunately it gets a touch boring after a few plays. The other three are conversions of coin-ops, the pick of which (on the Amiga anyway) is Space Harrier, which features fast full-screen 3D action.

Paperboy and Ghosts 'n' Goblins are both fairly accurate, but they're a little off in their difficulty level, making them frustrating rather than entertaining. It's also worth noting that this version of Ghosts 'n' Goblins doesn't need a memory expansion, as the version originally released did.

Overall, a decent bunch of games, all of which run high in the audio-visual stakes, but fall a bit on playability. Worth getting if you missed any of them first time.

AMIGA
£24.99

A decent collection of conversions, the best of which is the full-screen conversion of Space Harrier.

OVERALL 75%

DAMOCLES MISSION DISK

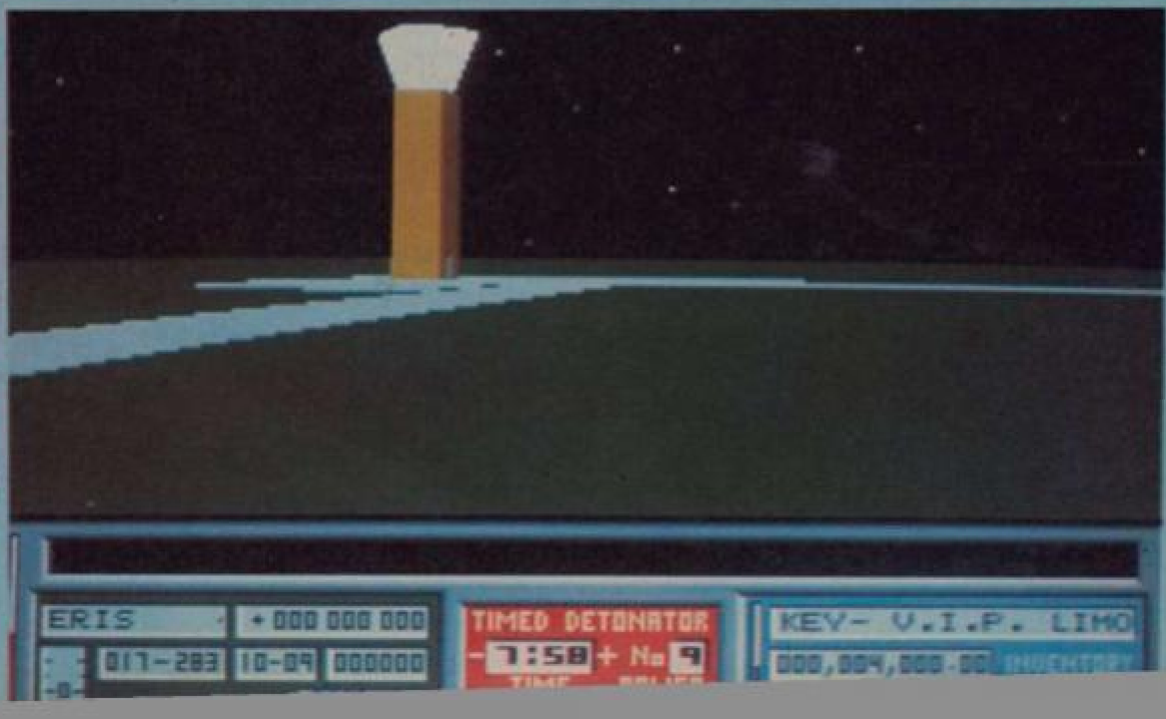
NOVAGEN

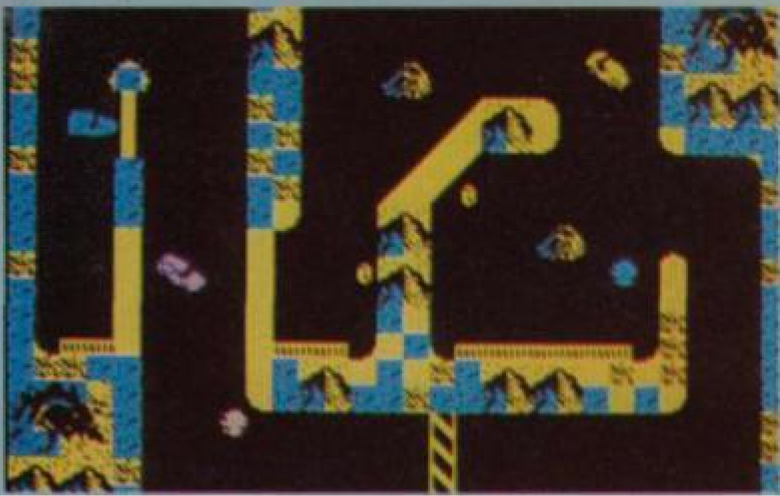
Damocles (the sequel to the classic Mercenary, in case you didn't know) has to rate as one of the longest-awaited games in computer history, and when it was eventually released, it received a whole hatful of accolades (not to mention a C+VG HIT!). Now the first in a series of Mission Disks has emerged, and it brings a whole new world to your machine! It's still the same game, with some cracking, high speed 3D graphics, but now you've got the opportunity to expand upon the original gameplay with some new objectives and new starting points. If you enjoyed Damocles, or completed it, for that matter, you'd be best advised to grab hold of this at the first opportunity.

AMIGA
£9.99

A nice way to get a lot more enjoyment out of a cracking game. Grab it at once.

OVERALL 85%





BADLANDS

DOMARK/ TENGEN

Super Sprint racing, future style, was warmly received on the Amiga, but not so much on the C64. Now Badlands burns on to the Amstrad, and quite frankly, this has got to go down as one of the worst full-priced Amstrad games released for quite a while. While the essential gameplay remains the same, the whole thing is very sluggish, and the intelligence of the drone cars is something akin to that of an anaesthetised bluebottle. Add to that graphics that would be more suited to the Speccy - almost monochromatic! The music is little short of dire, and the spot FX are so few and far between, they're not worth mentioning. Overall, this is definitely one to leave on the shelf!

AMSTRAD
£9.99

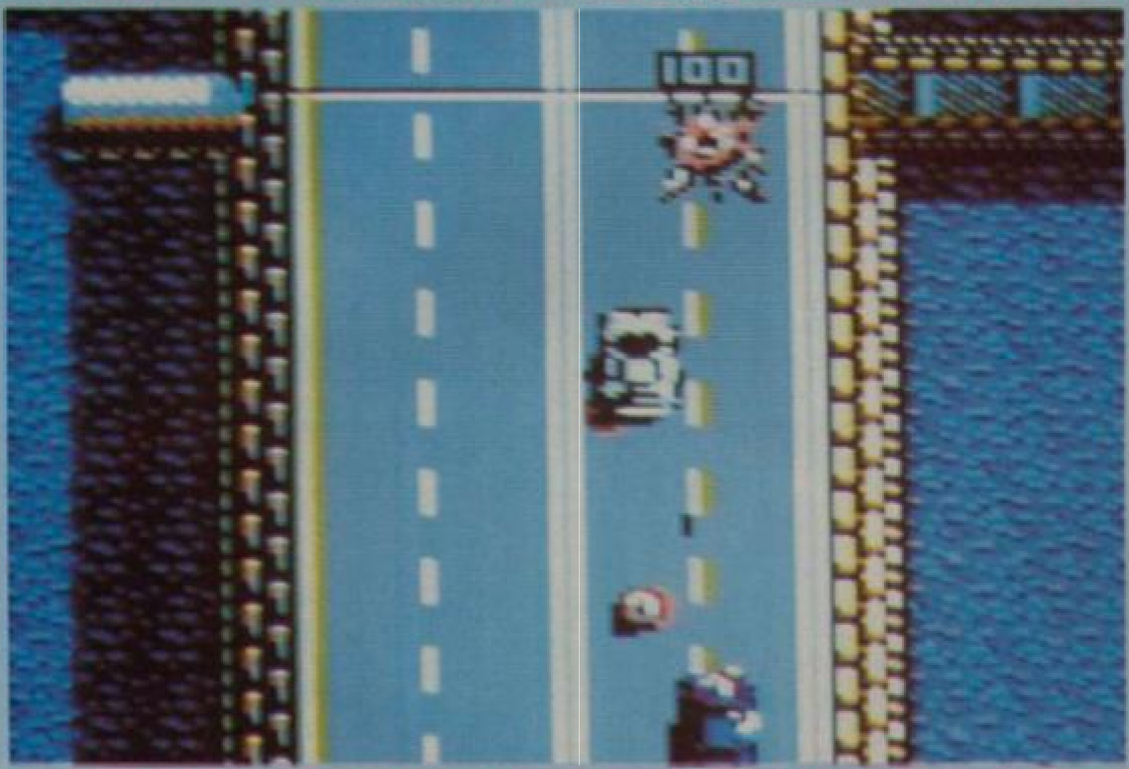
Gahh! Not even a tiny patch on the totally awesome Off Road Racer, so if you're after a game of this type, you'd be better off going for that Graftgold classic.

OVERALL 40%

SPY WHO LOVED ME

DOMARK

Bond is back, for more racing 'n' blasting capers, this time on the C64. Placing you firstly behind the wheels of a Lotus Esprit, your mission is to stop the maniacal Karl Stromberg from starting a third world war, one which would leave him master of the Earth. Although similar to the Amiga and ST versions in most respects, the Operation Wolf-style sections are missing (due to memory restrictions), but this doesn't detract from the enjoyment of the game in any way - in fact, it goes as far to make this a very playable and very nippy Spy Hunter game! Nifty graphics (with the exception of the title screen, which makes Bond's suave and debonair features look as if they've been savaged by a steamroller!) and some nice tunes combine with the fast n' frantic gameplay to make this the best Bond game yet to appear on the 64. Pick it up now, or M will never forgive you!



C64
£9.99

A brill game that's fun to play - but where's Miss Moneypenny? Oh well, maybe next time...

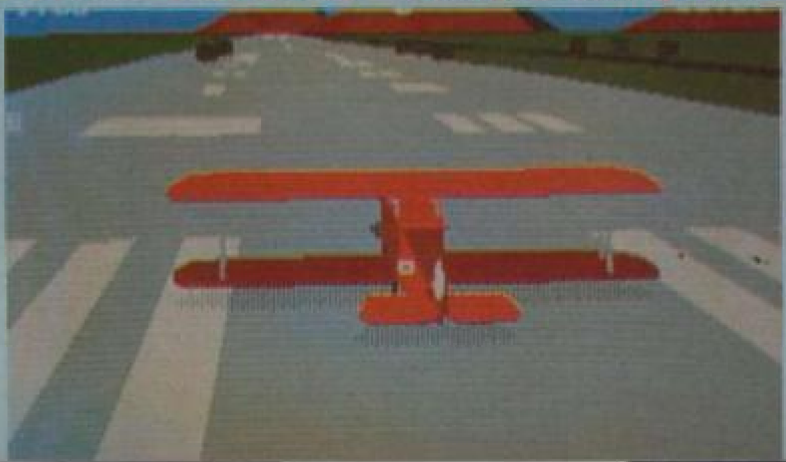
OVERALL 89%

CHUCK YEAGER'S AFT 2.0

ELECTRONIC ARTS

It's flight simulation time once more, with the ST version of Chuck Yeager (the man who first broke the speed of sound) and his Advanced Flight Trainer. The PC version (reviewed way back in the mists of time) was well received, as it gave you an excellent insight on not only how to fly, but how to fly well and in formation, utilising a wide variety of aircraft - even including the Space Shuttle!

The ST version suffers in comparison in quite a few ways - firstly, the 3D is rather slow and jerky, and detracts a great deal from the feeling of rapid flight, secondly, the whole thing has to be backed up from the outset (this is not an option, this is mandatory and takes bloody ages!), and finally, a lot of the controls are either hyper-sensitive or slug city, making the craft of your choice more of an unguided missile rather than an aerial gymnast. If flight sims are your bag, you'd be better off having a look at the excellent F-19 Stealth Fighter, which is a whole lot more playable, and a great deal more entertaining.



ST
£24.99

Advanced flight training that's not really up to the standard of the great man himself.

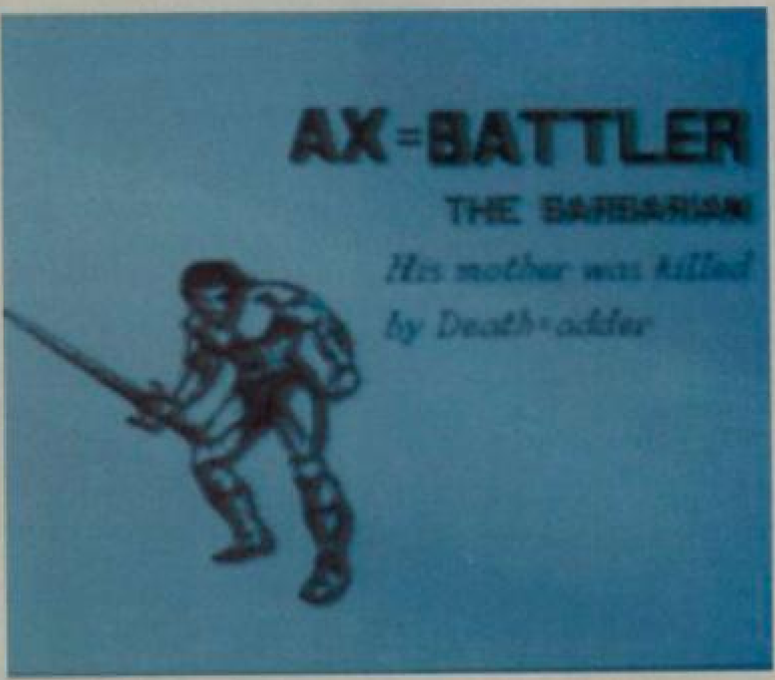
OVERALL 64%

UPDATE

GOLDEN AXE

VIRGIN

Well, hack my legs off and scorch me brains, Golden Axe marauds its way onto the Amiga, Spectrum and Amstrad! The ST version (reviewed last ish) was pretty good, but was marred by a rather annoying disk loader, and a postbox display (the bottom half of the screen being cut to bits by the stats panel). The Amiga version suffers only from a similar loading system, which means the action stops every so often to load the next bit in, but has lovely full screen graphics (all of which are excellently drawn and animated), and the sound (sampled from the Megadrive version, I might add!) is all there, too. The playability is just as good as the coin-op's, which makes Amiga Golden Axe a cracking conversion and a must for your collection. The Spectrum and Amstrad versions, however, fall into the realms of averageness, with some reasonable graphics and sound, but the gameplay is screwed up by some strange controls. Take a look, but don't expect too much.



AX=BATTLER

THE BARBARIAN

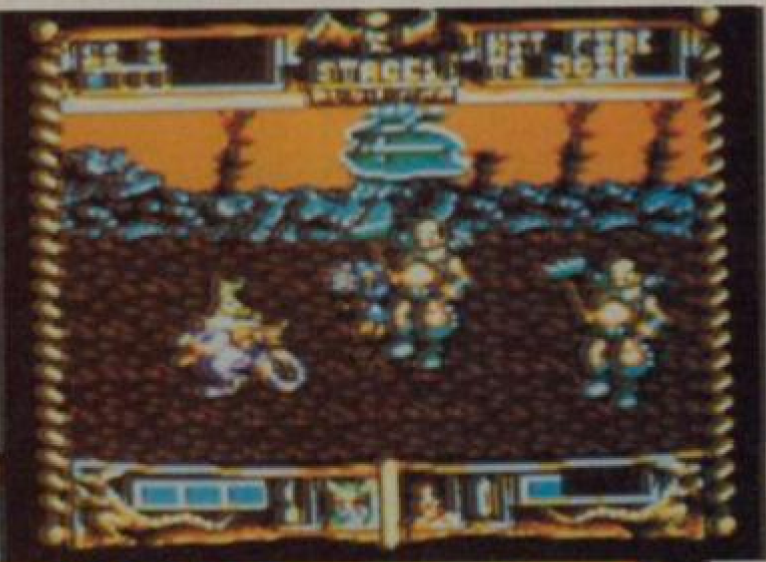
His mother was killed

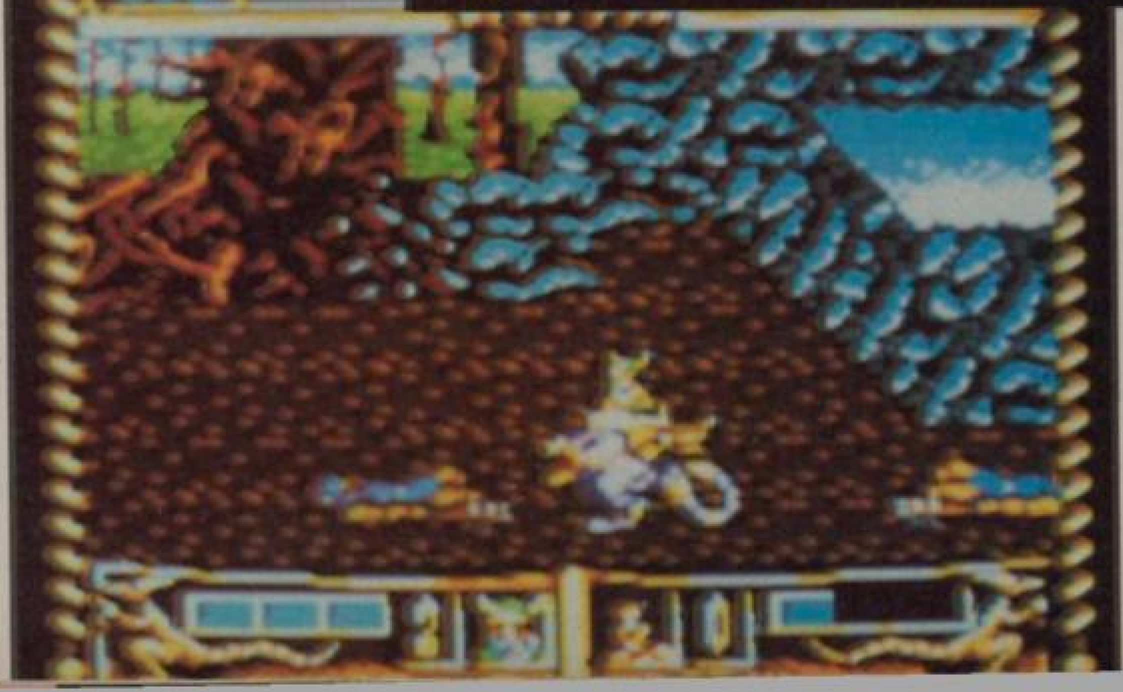
by Death-adder

SPECTRUM
£9.99

The graphics are a bit dodgy in places, but the strange controls make this a tad uncomfortable to play.

OVERALL 65%





AMIGA
£24.99

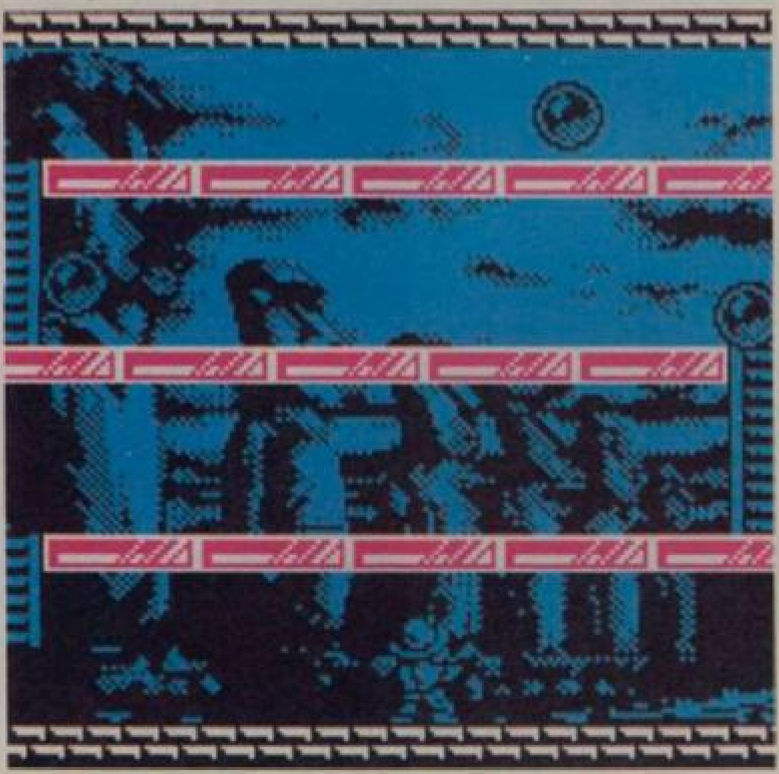
A brilliant conversion of a great coin-op, and a stormer of a game in its own right. Buy today, or feel a complete pillock for the rest of the month.

OVERALL 90%

AMSTRAD
£9.99

Better graphics than the Speccy version, but still the same gameplay problems rear their ugly head. Try it before you part with the dough.

OVERALL 69%



PANG

OCEAN

Loads of bubbles to be blasted, with the Speccy conversion of the brill Mitchell coin-op, but does it measure up to the expectations laid down with the outstanding Amiga version? Well, the, answer is a resounding yes, and in flying style, too! For what a 128k Spectrum can do, this has got to rank as the best Speccy conversion in many a moon, with some absolutely cracking graphics - okay, so there's not much colour, but everything is clear as crystal. The sound is just as good, with some lovely bouncy tunes and FX. Quite frankly, if you've got a Speccy 128, and you don't race down to Johnny Floppy's Software Emporium, and demand this now, you're as mad as a March hare (even if it is only January).

SPECTRUM 128K £9.99

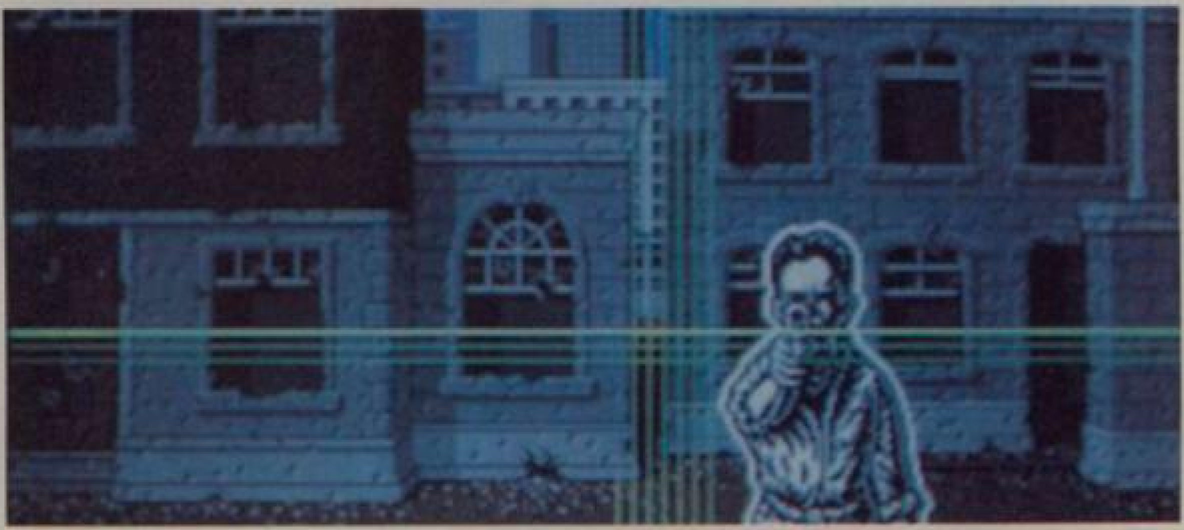
Brill graphics and sound, and gameplay that'll have you smeared across your screen for yonks. Grab it immediately, or suffer humility!

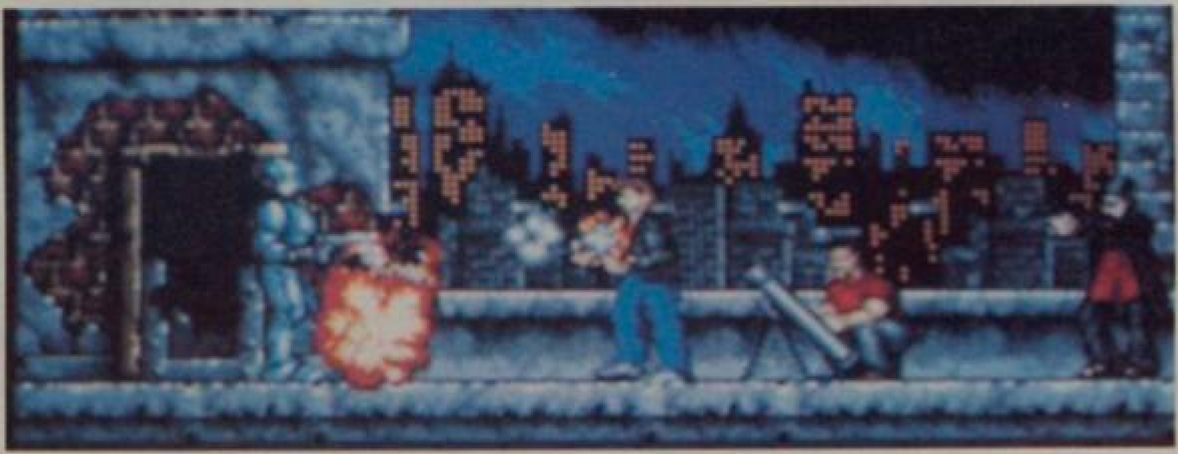
OVERALL 93%

ROBOCOP 2

OCEAN

The metallic scourge of Old Detroit's criminal community blasts back, this time on ye humble Speccy and the Amiga, and makes a pretty good show of it, too! The Amiga version sports some very nice graphics indeed, along with some tasty HAM digitised screens, and enough sound effects to convince anyone you've got the SAS performing target practise in your bedroom! The Speccy version doesn't lose out, either - the graphics are really smart, and the digitised pics are present here, too! RoboCop 2 is a well hard game, no matter which version, but persistence is a virtue, and one that will ensure that this is a game that'll be played again and again.

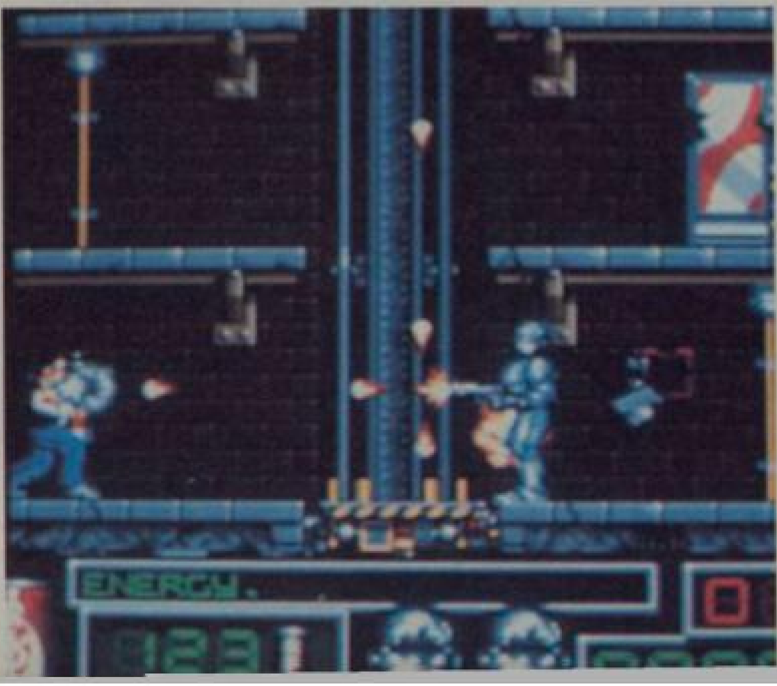




SPECTRUM £9.99

Good graphics and sound, and ruddy hard, but well worth sticking with, just for the sheer satisfaction of completing a level!

OVERALL 83%



AMIGA £24.99

Excellent audio-visuals abound here too, but like before, this is one tough mutha of a game. Only hardened gamesters need apply.

OVERALL 85%

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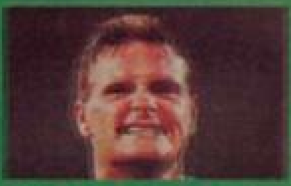
GAZZA 2

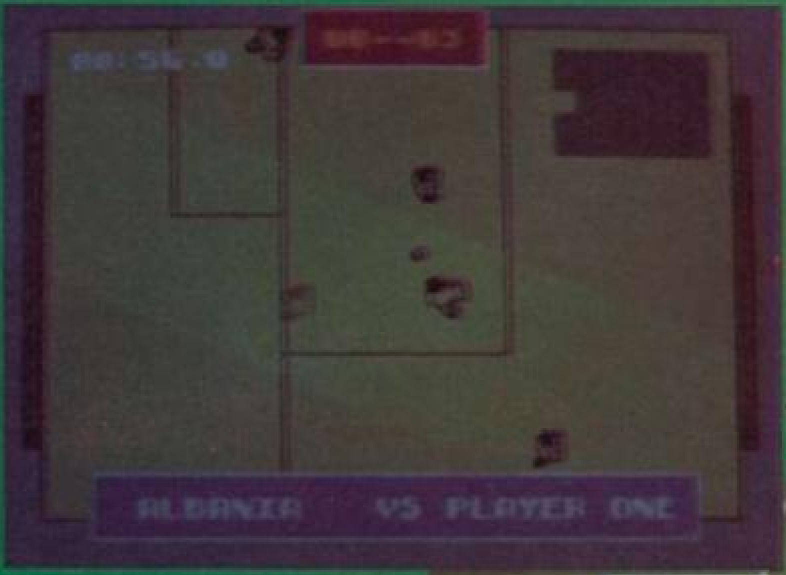


BY EMPIRE

Gazza - what a man! Spurs soccer ace and England hero as well as a chart-topping song bird (more like song elephant), Paul Gascoigne is certainly a man to be seen with (preferably without him actually noticing). It seems that Empire have been particularly impressed with his mindless antics and have decided to sell another soccer simulation with his official endorsement.

It's the usual soccer simulation fare, as you control your players on the eight-way scrolling pitch, and your objective is plant the ball in one of the goals (preferably your opponent's) found at the far-left or far-right of the pitch. Easy huh? You simply run around the pitch taking control of the player nearest to the ball.

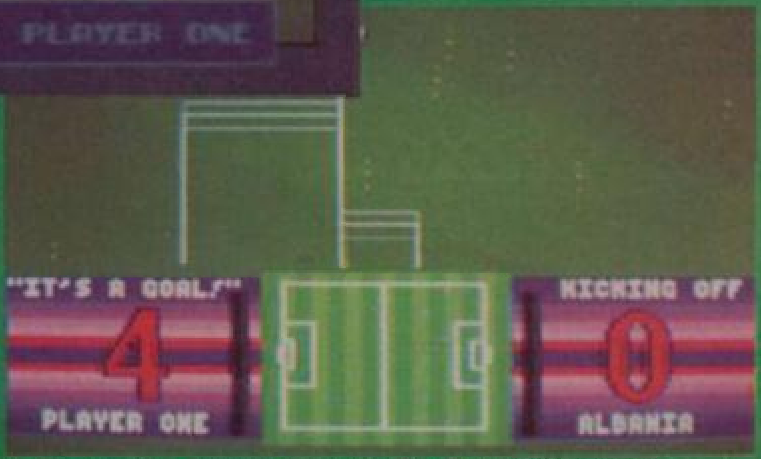
Gazza 2 contains a number of major international teams from the suicidal Albania (they actually pass the ball to you when they kick off!) to the terrifying Brazilian team, whose footy prowess is beyond compare. There's also a chance to sample simultaneous two player thrills if that's what you fancy.



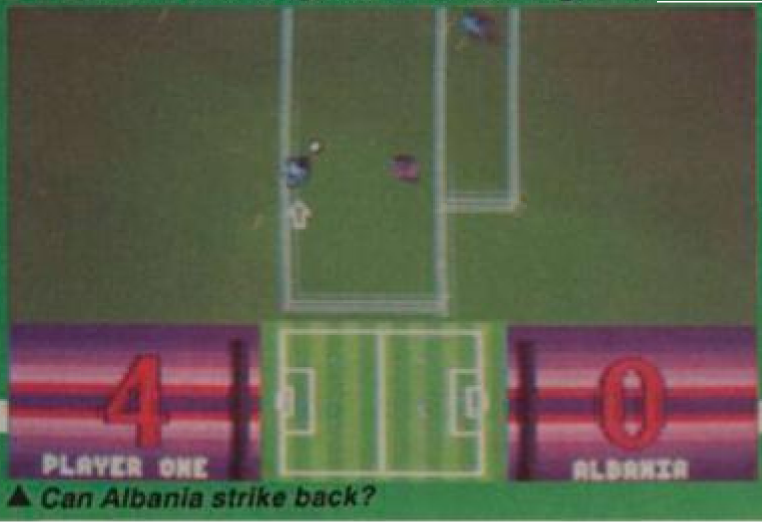
▲"In-the-box" action in Gazza 2

UPDATE

That canny Newcastle lad is going to be making an appearance on the Amiga, ST, C64, and Amstrad CPC. All versions should be out by the time you read this.



▲ Player one scores against the Amstrad goalie!



▲ Can Albania strike back?

SPECTRUM £10.99

Just as playable as the GX4000 game and the ball actually seems to leave the ground when you kick it (doesn't seem to change the gameplay much though). However, the other faults from the Amstrad version are in this one too, and they conspire to keep Gazza II firmly in the second division.

OVERALL 74%

GX4000 £29.99

I must admit, I was expecting this Gazza simulation to be about as good as his singing (have you heard the full horror of "Geordie Boys"?), but I was pleasantly surprised by the quality of this footy sim. The on-pitch action is fast and furious, and in simultaneous two-player mode it's great laugh. The graphics are very Kick Off-esque and portray the action well, and on the whole the feel of the game is good. Unfortunately, there are a few niggly little things which prevent this from being a first division soccer game. For example, there are no fouls and hence no free kicks or penalties, and passing is made difficult by the fact that none of the players play in position, (except the goalkeeper who stays firmly on his line no matter what). I could mention other things like the fact that the ball never leaves the ground, or the throw-ins which look like kick-ins, but when all's said and done none of the problems are so unbearable that they totally cripple the action. If they weren't there, though, this would be a great game, rather than just a good one.

RICHARD LEADBETTER

GRAPHICS	73%
SOUND	66%
VALUE	79%
PLAYABILITY	75%

OVERALL 74%

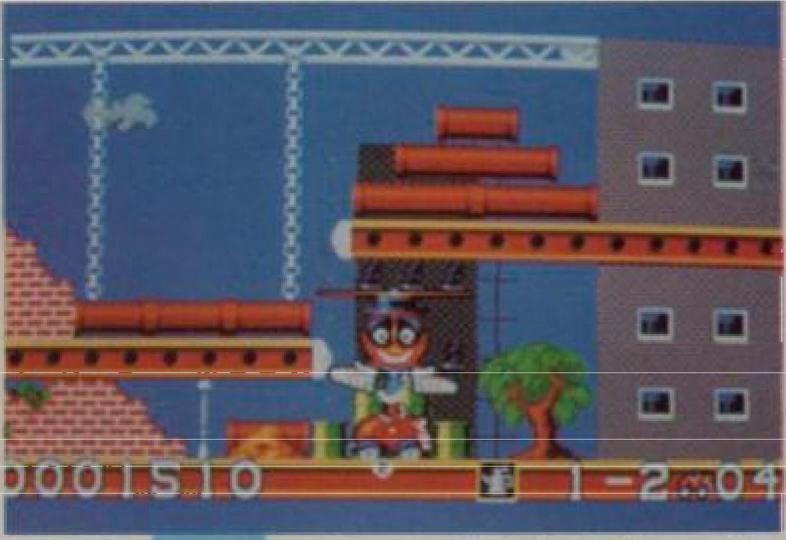
CAR-V-UP

BY CORE

Once upon a time, a happy little cartoon car called Arnie lived in a lovely cartoon world called, er, Cartoon World. That was until the twisted Captain Grim arrived in Cartoon World and decided that everyone should be evil. So, he shoved all the good, clean-living 'toons out of Cartoon World and populated it with nasty evil toys. Just to make things worse, Grim waved his magic wand over the place and the land didn't look so nice any more.

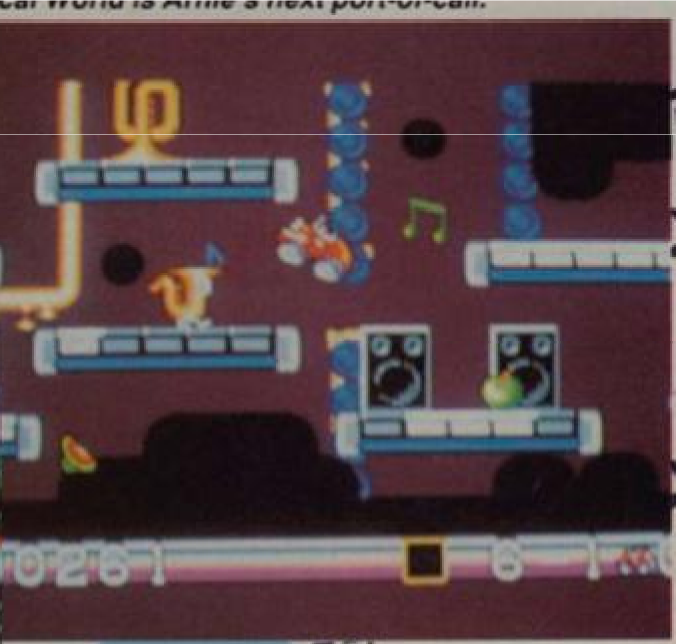
Arnie the happy car wasn't so happy any more and decided that he'd use his jumping skills to run around the horizontally scrolling platform landscape changing back the once lovely platforms to their former glory. If any evil little 'toons get in the way, Arnie can clear the way with ejector seats (which kill enemies above him), spare tyres (to throw out on the platform behind him), and even smart bombs to destroy all enemies on the screen!

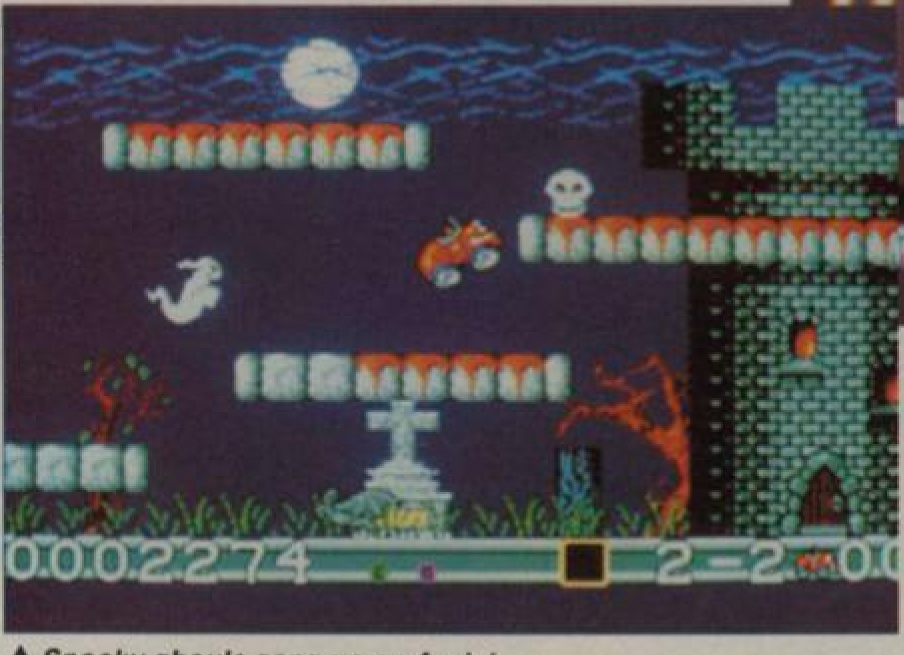
There's eight levels for Arnie to conquer, each with six sub-levels, but he'll need your help in liberating Cartoon World, especially as Captain Grim has taken up residence at the end of the game - and by the time Arnie reaches him he'll be even more angry than usual. Watch out Arnie!



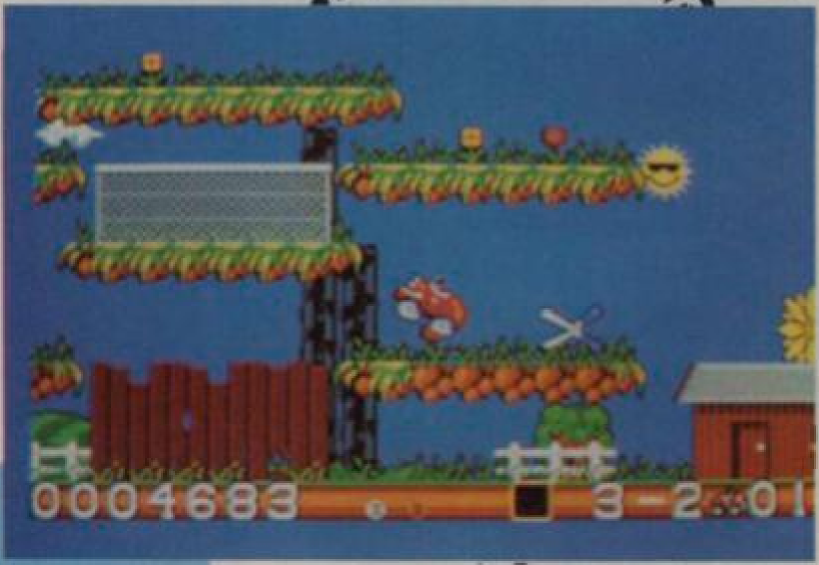
▲ *Arnie is delivered to level one via air mail!*

▼ *Musical World is Arnie's next port-of-call.*



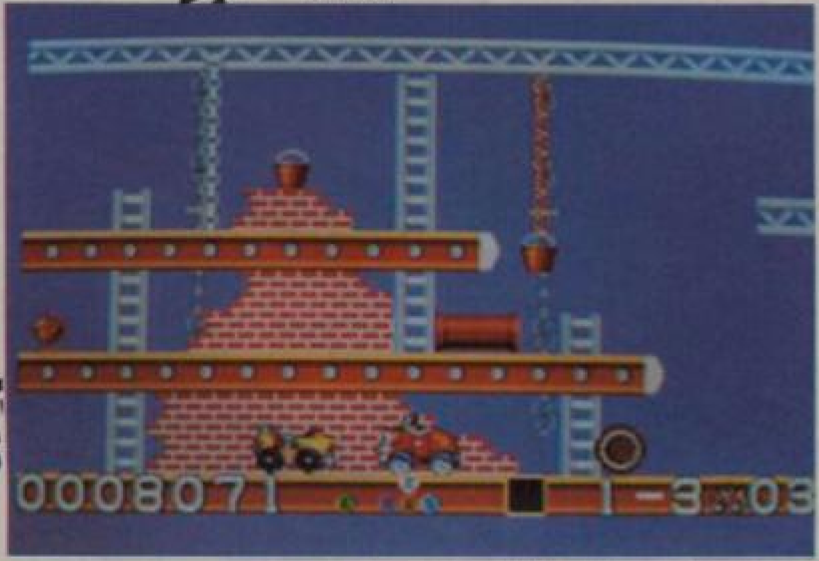


▲ *Spooky ghouls gang up on Arnie!*

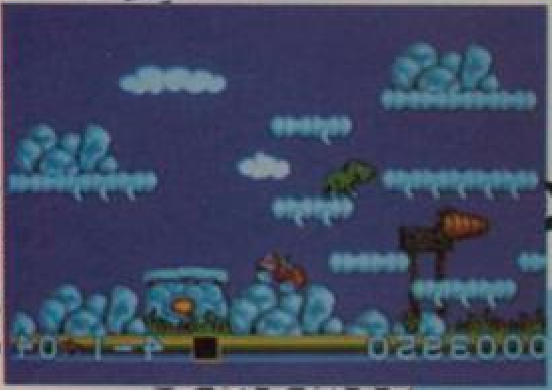


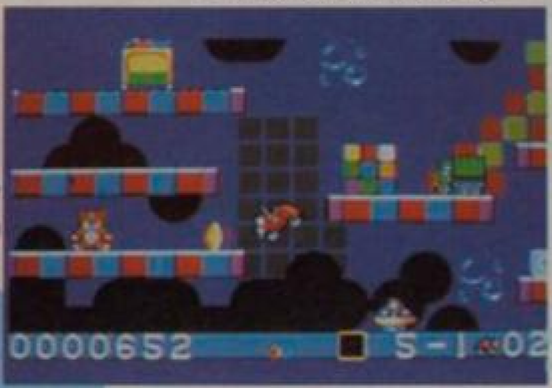
▲ *Paint those platforms, Arnie!*

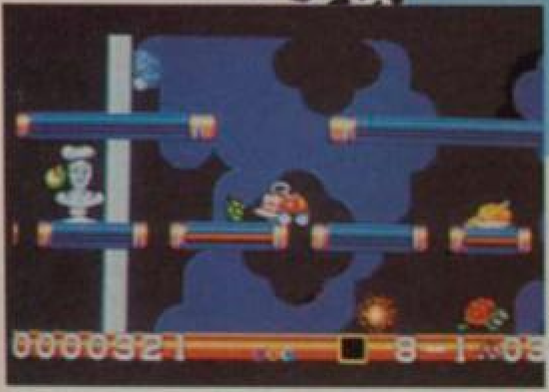
C+VG HIT!



▲ *Level one in action!*







◄ *action in Carvup!*

ST
£24.99

Although the sound isn't quite up to the Amiga's standard, and the parallax scrolling has been lost, ST Car-Vup is still a really addictive game. Highly recommended.

OVERALL 86%

AMIGA
£24.95

Visually, Car-Vup is a cracking game! On the Amiga you get super-smooth scrolling and cute, cartoony sprites. They set a great atmosphere for this game and this is only helped by the myriad of ace sampled effects and the cutesy music (which manages to be funky at the same time!). The actual gameplay itself is pretty limited - just drive around the platforms changing their colours and then going to the next level. All this may sound about as interesting as being caught in a traffic jam, but Car-Vup is a strangely addictive game and the simple all-out arcade action is probably the game's greatest asset. With 48 levels, there's tons to keep you going so if you fancy a decent arcade game that doesn't involve gratuitous destruction, go for Car-Vup.

RICHARD LEADBETTER

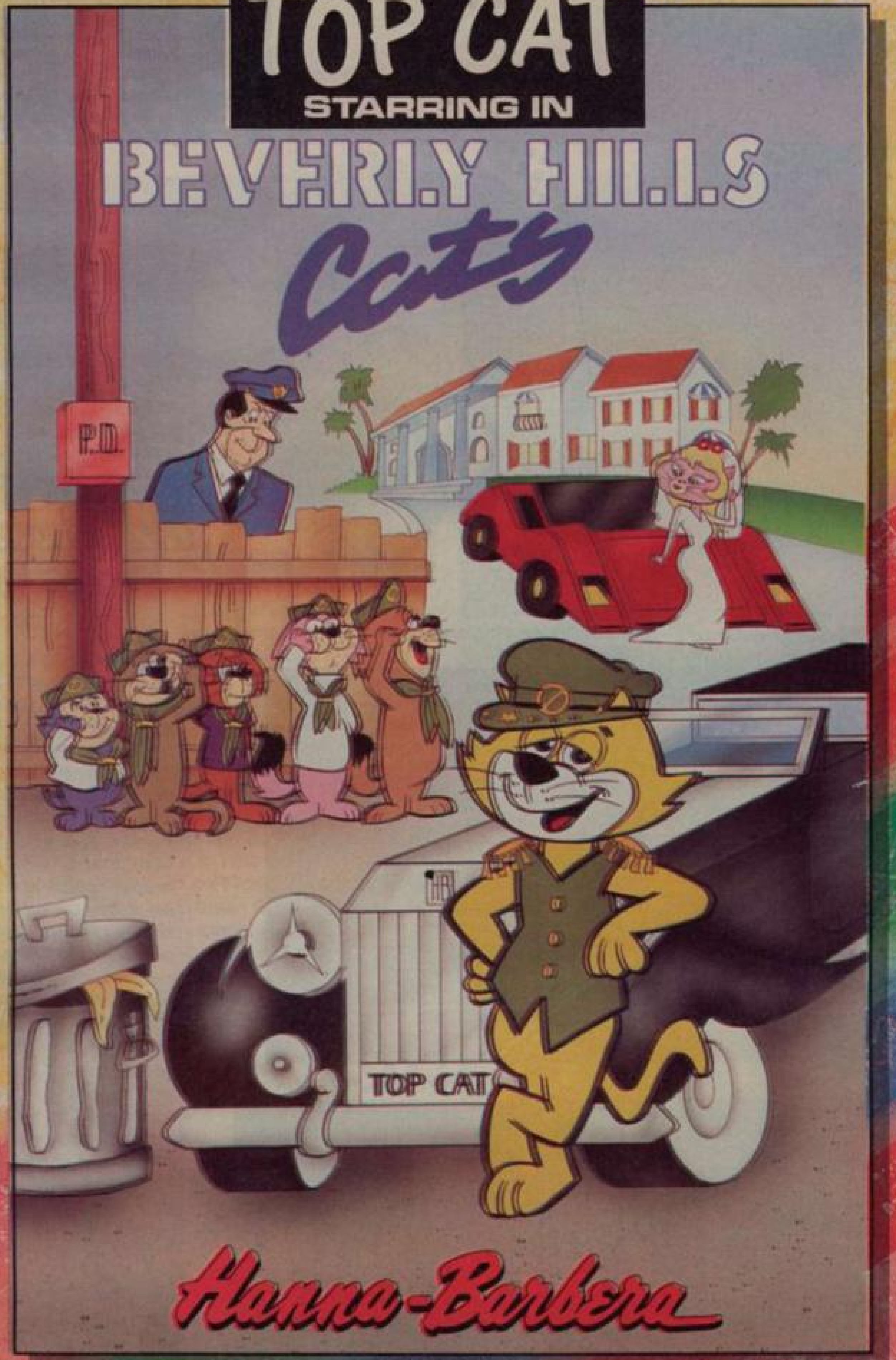
GRAPHICS	92%
SOUND	87%
VALUE	84%
PLAYABILITY	89%
OVERALL	87%

UPDATE

At the moment there's no plans for other versions of Car-Vup, although we reckon it would make a brilliant 8-bit game. Keep reading C+VG for any further news.

Hi TEC SEAL OF QUALITY ASSURANCE • Hi TEC SEAL OF

TOP CAT
STARRING IN
BEVERLY HILLS
Cats



SPECTRUM
CBM 64
AMSTRAD
ATARI XL/XE
AMIGA
ATARI ST

The latest game in the Hi Tec Hanna Barbera series stars the world famous Top Cat and his gang hotly pursued as ever by Officer Dibble.

When an old lady leaves her worldly fortune to Benny the Ball because her only rightful heir, Amy, is missing, Top Cat and the rest of the gang end up in Beverly Hills in the luxury of Madam Van Der Gelt's mansion. Snerdly, the butler, is next in line if he can get rid of Benny. In between rides in the limo and having fun around the pool, will T.C. and his gang save Benny and find the missing Amy?

Hi TEC Software

£3·99
SPECTRUM
CBM 64
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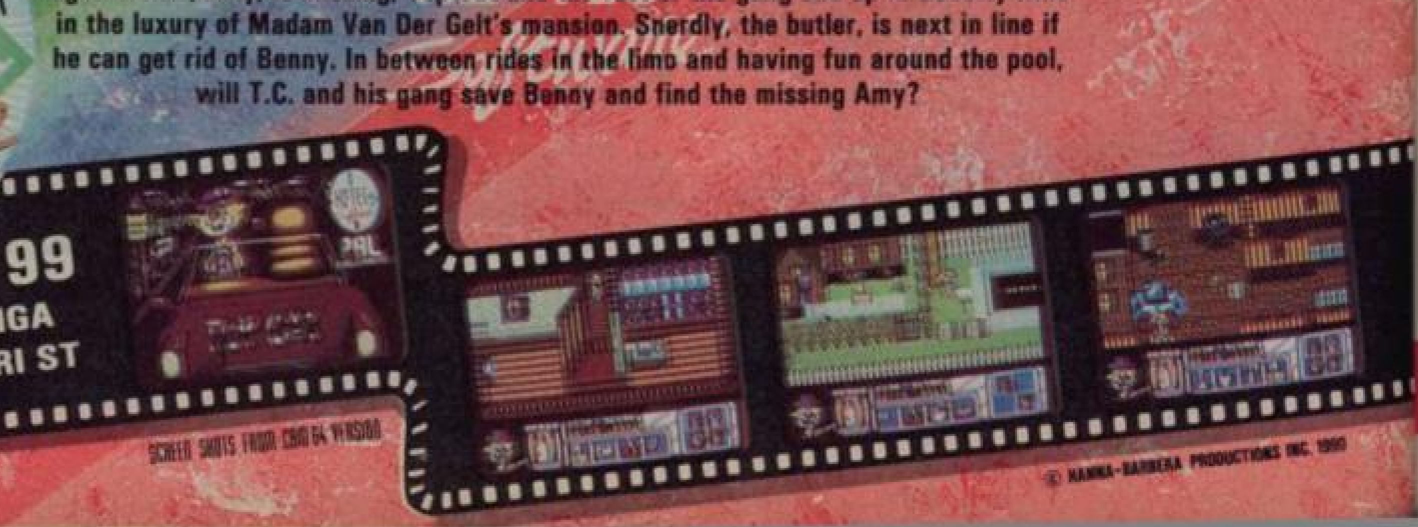

SCREEN SHOTS FROM CBM 64 VERSION

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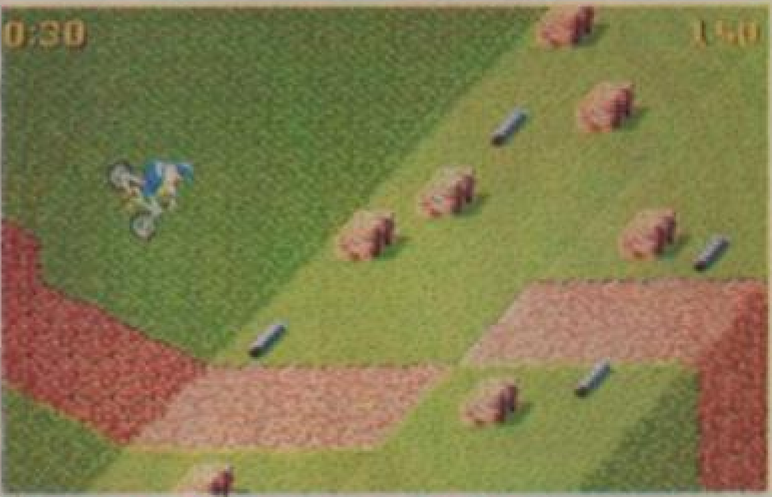
WORLD - OF - GAMES

BY EPYX



▲ *Your BMX bites the dust - literally!*

Apart from Gazza II, the only other sports simulation available on the GX4000 is Epyx World of Games, a four-event affair.

Up to four people can play at once, in a sort of strange quartathlon. Each player attempts an event, and the highest scorer wins the gold, the second highest the silver and so on. At the end of the competition the person with the most medals is the winner!

The events are pretty diverse. First there's the cliff diving, in which you have to dive off the top of a high cliff. The player is judged on his diving style, and his timing and entry into the water.

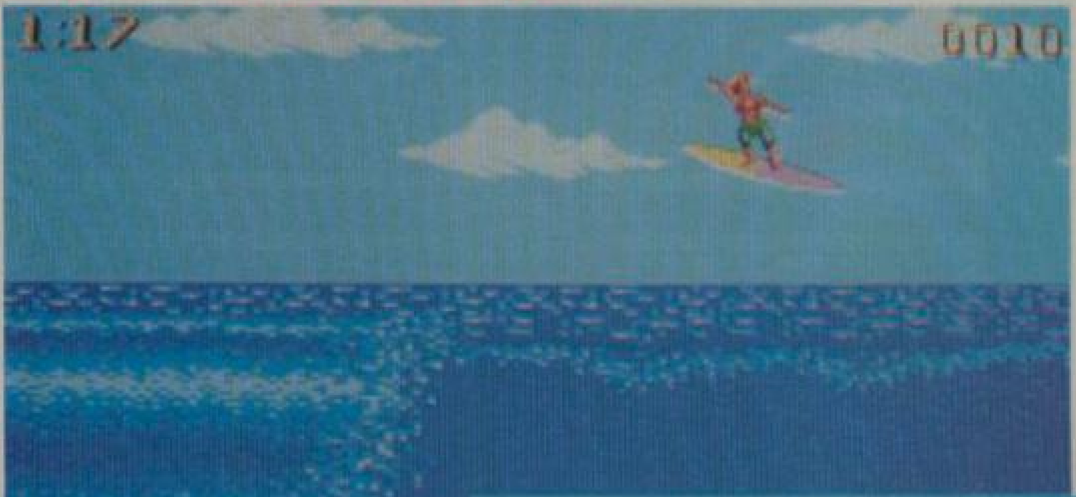
After that it's time for some downhill skiing. Guide your skier through the gates as he whizzes down the vertically scrolling piste. Miss a gate and points are docked from your overall time.

BMXing requires you to ride a BMX bike over a horizontally scrolling course. Points are scored by performing stunts - but watch you don't fall on your head or you'll be out.

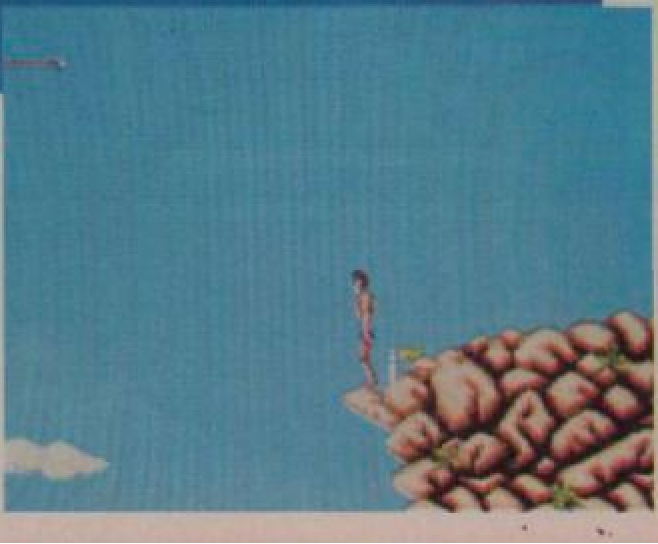
Finally, there's surfing. Ride the wave and launch yourself into the air and perform spins to gain as many points as possible within the time limit.

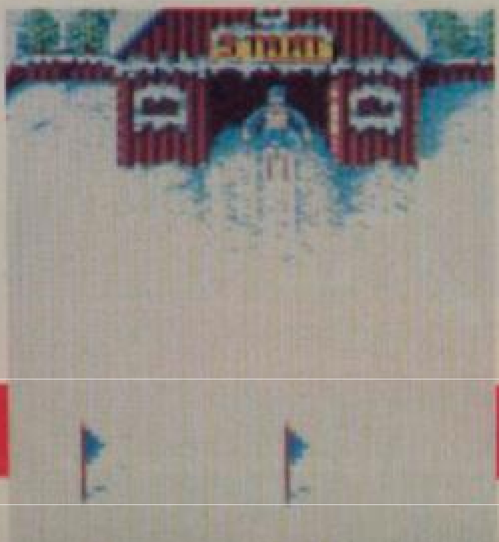
If you score well enough, your efforts will appear on the record table, and you can show them off to your pals (for as long as the machine stays on).

▼ *Try for the elusive 360 in the surfing event!*



Suicidal cliff diving excitement. ▶





GX4000
£24.99

Epyx World of Games certainly looks good, with plenty of colour and some nice detail - the BMX and skiing events being the best examples. However, when you come to play the game, it very quickly becomes apparent that there's simply not enough on offer. All the events are incredibly easy to complete - even a novice could notch up near-perfect record scores in a sitting - and after that the lack of reward makes playing this a routine chore rather than an exciting challenge. The four-player option adds a bit of lasting appeal, but when it comes down to it the easy-to-master gameplay and lack of variety ultimately results in boredom. If you're a fan of sports games, you're bound to be disappointed by the absence of depth and excitement.

JULIAN RIGNALL

GRAPHICS	84%
SOUND	69%
VALUE	51%
PLAYABILITY	63%
OVERALL	59%

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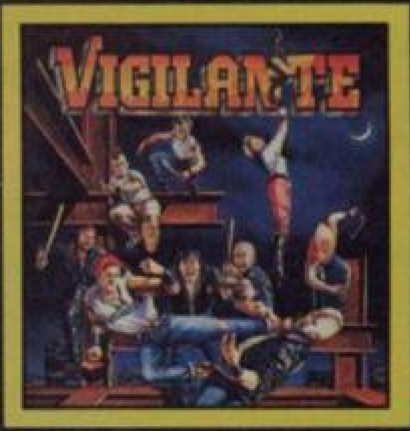

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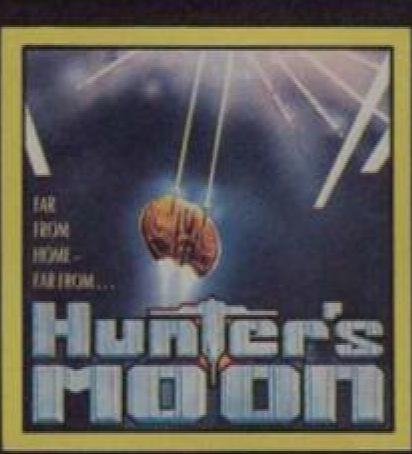
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Hunter's MOON

Thunder Blade

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● CBM 64/128 ● SPECTRUM 48/128K ● AMSTRAD CPC

STUN RUNNER

BY DOMARK/TENGEN

In this conversion of the monster Tengen coin-op, the player takes control of the STUN Runner craft, speeding bobsleigh-like through the Spread Tunnel Underground Network (STUN, see?) blasting a variety of enemy craft and overcoming all the hazards that the STUN organisers have left in the tunnels.

You'll find stars that can be exchanged for Shockwaves (mega-destructive smart-bombs), and turbo pads which catapult your craft forward at 900 mph - so fast it even becomes transparent and invulnerable to enemy attack! Not bad, eh? There are also ramps that send your STUN ship flying into the air!

The basic object as a STUN Runner is to speed through each level, picking up enough speed to beat the punishing time limits. That being the case, it's best to follow the outside curve of the tunnel as this is where your ship picks up the most speed.

There are 24 levels of STUN Runner racing before your driver can claim the glory of the being the greatest racer in the known universe!

SPECTRUM
£9.99

Like the C64 version, this one uses sprites rather than vector graphics and though the graphics are defined better than they are in the 64 game, the 3D tunnel effect is severely headache-inducing. Again, this just doesn't have any of the high-velocity thrills of the arcade game, so as a conversion it's something of a failure.

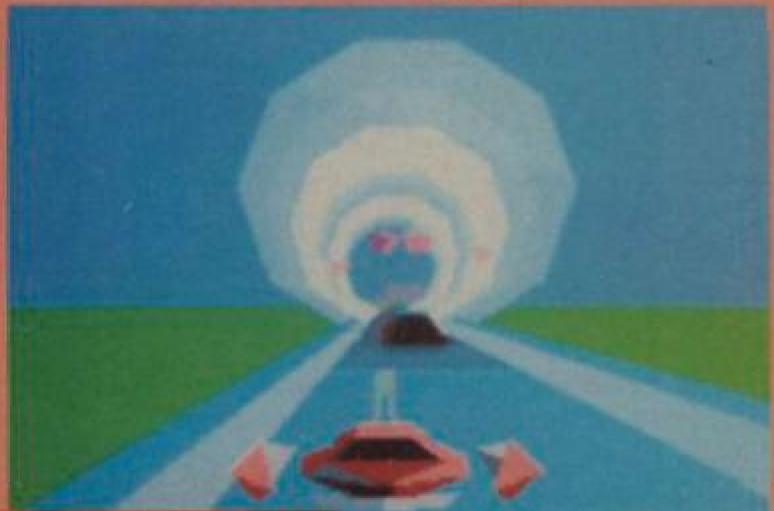
OVERALL 24%

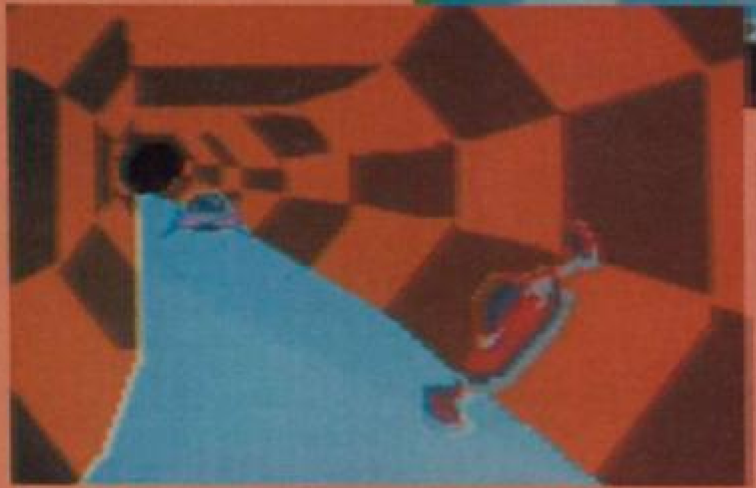
C64
£9.99

The programmer has completely forsaken polygon graphics (which the C64 wouldn't be capable of handling) for a jerky, flickery sprite look. Devoid of any redeeming features whatsoever, STUN Runner is a total travesty that all C64 owners should avoid like the plague.

OVERALL 20%

▼ *That's not the Dartford Tunnel, dear!*





▲ *Hard corners? You can "bank" on it (ugh)!*

AMIGA
£24.99

STUN Runner is a brilliant arcade machine for one single reason. The polygon graphics move so quickly and so smoothly that actually driving the STUN ship is an unmissable and exhilarating experience. Unfortunately, Domark's conversion of the game lacks the speed of the original, and what's left simply doesn't play much like the arcade at all. It's a shame really because the graphics are pretty close to the coin-op and the sound is better still with an atmospheric Matt Furniss tune. Unfortunately, the programming of the actual game isn't quite so good. At times you can see the sky through the tunnels, and sometimes if you cross the finishing line with no time to spare the computer ends the game anyway! The STUN ship doesn't really handle very well and the inertia generated by the twisty STUN tunnels isn't realistic at all. STUN Runner could've been a lot better, but I'm afraid I can't even recommend this - even to fans of the coin-op.

RICHARD LEADBETTER

GRAPHICS	60%
SOUND	80%
VALUE	39%
PLAYABILITY	38%
OVERALL	39%

UPDATE

ST, PC, and Amstrad versions of STUN Runner aren't available as we go to press, but they should be in the shops by the time you read this. Expect an update next issue.

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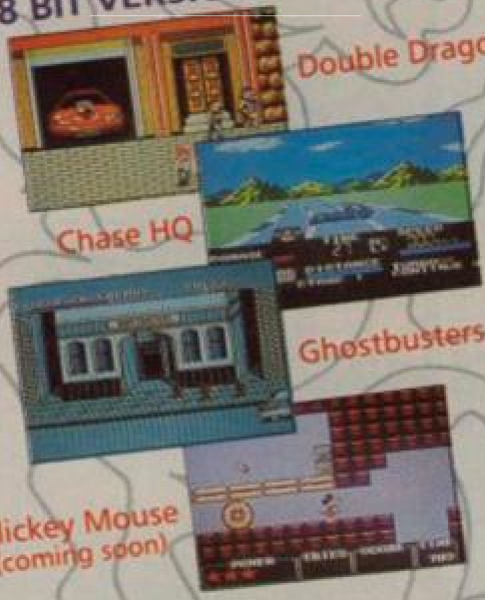
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SEGA

"DO ME A FAVOUR...
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TOTAL RECALL

BY OCEAN

Doug Quaid is a troubled man. Haunted by dreams of Mars, mysterious women and death, he travels to Rekall Incorporated, a company specialising in implanting memories - in this case, a journey to Mars to discover the truth behind the disturbing nightmares.

But something goes drastically wrong, revealing Quaid's life to be a complete lie. To discover what and who he really is, Quaid takes a journey to the red planet - but unknown to him, he is being tailed by Richter and his security forces, controlled by Mars's ruthless governor, Cohaagen.

The first and third levels are platform based, in which Quaid has to hunt down certain items that will reveal more of who he really is. Stages two and four are car chases in which our schizo hero has to race a commandeered taxi through the Martian colony's main streets, smashing through gates and generally attempting to avoid your pursuers. The final level, in platformarama once again, sees Quaid searching out Kuato, the mutant who will reveal Quaid's secret and how to set Mars free!

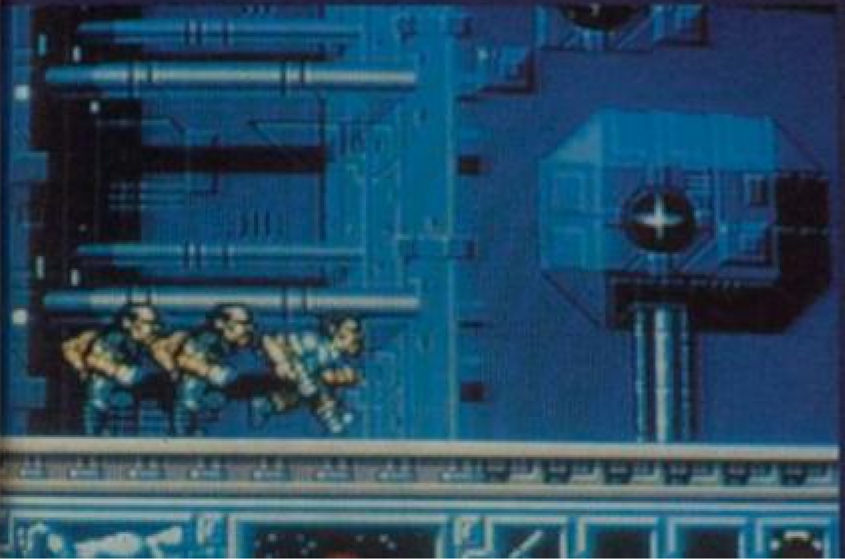
UPDATE

ST, Spectrum, Amstrad and C64 versions of Total Recall are currently under development and they're all scheduled to appear in January.

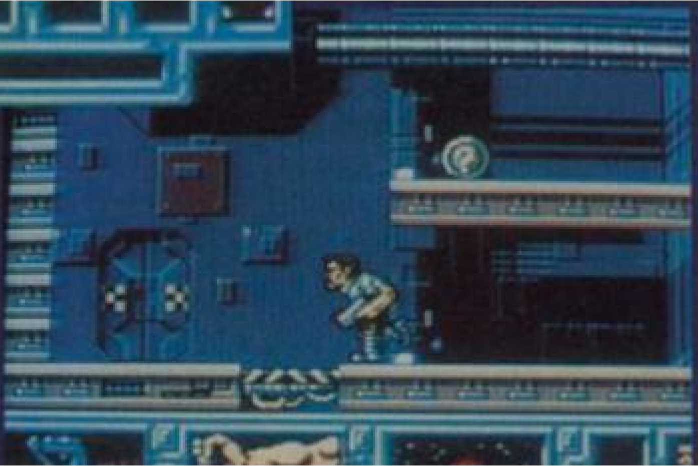
AMIGA
£24.99

As I recall, this movie was all special effects and not enough plot, and in this respect Ocean's game is completely faithful to the film. The graphics throughout the game are pretty smart (although the sprites are cartoony, rather than being exact Arnie-alikes), and the music and effects are really atmospheric. What I didn't like about Total Recall was the fact that playing it was just like playing the car chase sequence out of the 8 bit versions of Batman and the platform bits out of Batman/Untouchables/Robocop/Robocop II/Navy Seals. I don't know about you lot, but I'm getting a bit tired of every new Ocean film licence taking a very similar format. What's worse is that there isn't that much shoot 'em up action to make wandering the maze of platforms any more interesting. Quaid spends a lot of his time with a gun but without the use of it. This means he has to punch his enemies to the ground, and while you're punching them, they're pumping bullets into you! This is particularly annoying on the latter levels when you come across enemies who can stand five bullets and loads of punches. And of course once you've used up your single life and five continues you have to go through it all again right from the beginning. Overall, then, a very polished game, but one I can only recommend to very patient players who haven't become bored of Ocean's film licence format, which is beginning to look pretty tired nowadays.

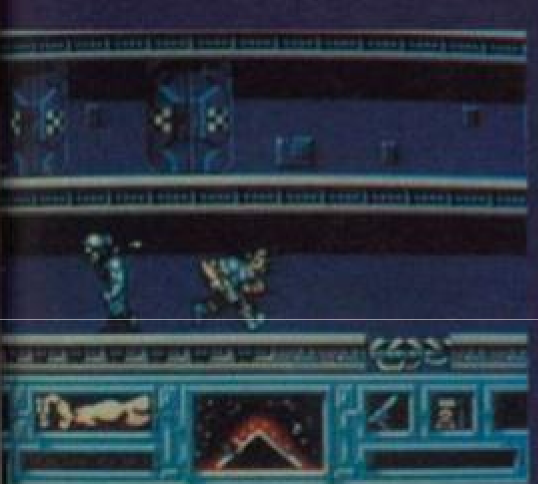
PAUL GLANCEY



◀ *Big-headed Mr Quaid legs it with two Michael Ironside lookalikes hot on his heels!*



Will that "?" icon provide invulnerability or remove Quaid's shooting ability?
▼ *That's the gamble...*



◀ *Get on the stripey lift and save your legs.*

GRAPHICS	79%
SOUND	81%
VALUE	60%
PLAYABILITY	60%

OVERALL 62%

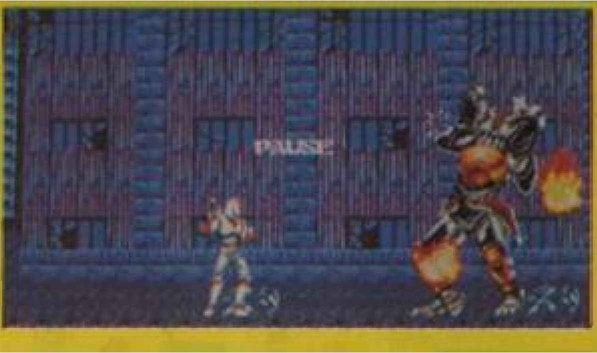
SHADOW DANCER

BY SEGA

The year is 1997. The world, at peace until now, is brought to the brink of global disaster - the Union of the Lizard has kidnapped a large number of dignitaries, and has threatened to kill them all unless their demands are met to the letter. The only man capable of rescuing them is Joe Mushashi, the master ninja known as The Shinobi.

Mushashi has not only his martial skills to aid him, but also the secret of ninjitsu magic - a power to conjure up the forces of the elements themselves - and his faithful dog, who will attack on command, leaving most enemies defenceless.

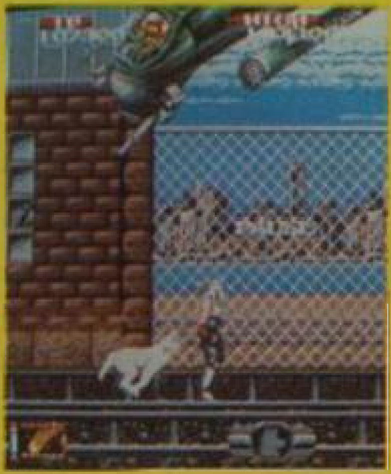
The way ahead is treacherous and dangerous, with many warriors and creatures out to stop the Shinobi by any means possible - none worse than the evil spirits called from the Otherworld to use their powers to destroy Mushashi utterly!

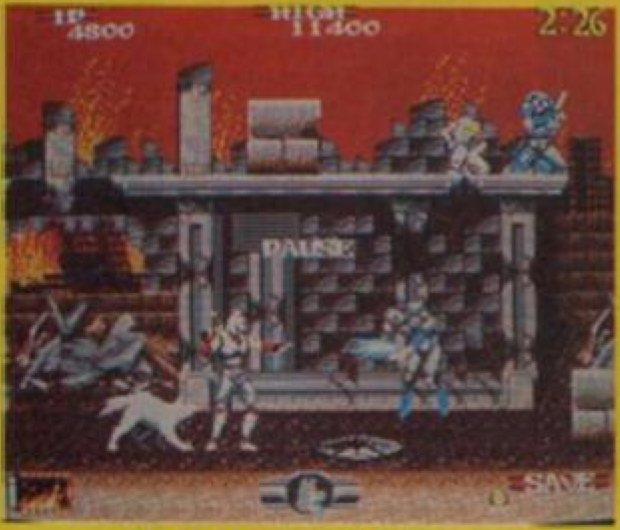


▲ *The first end-of-level guardian meets his doom.*

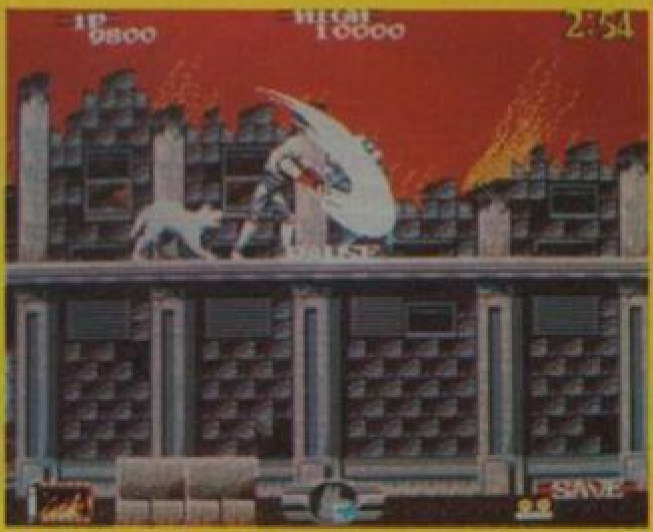
THANKS!

Thanks to PC Engine Supplies for the loan of the Shadow Dancer cart.

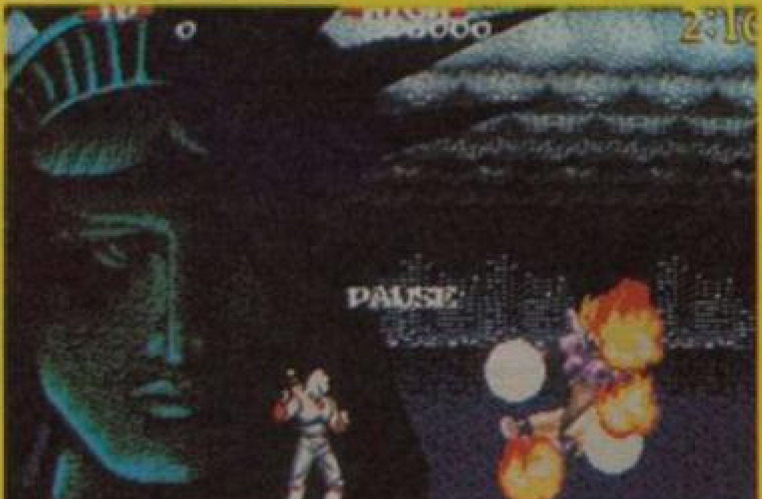




▲ *One man and his dog.*



▲ *Mushashi cuts through the opposition!*



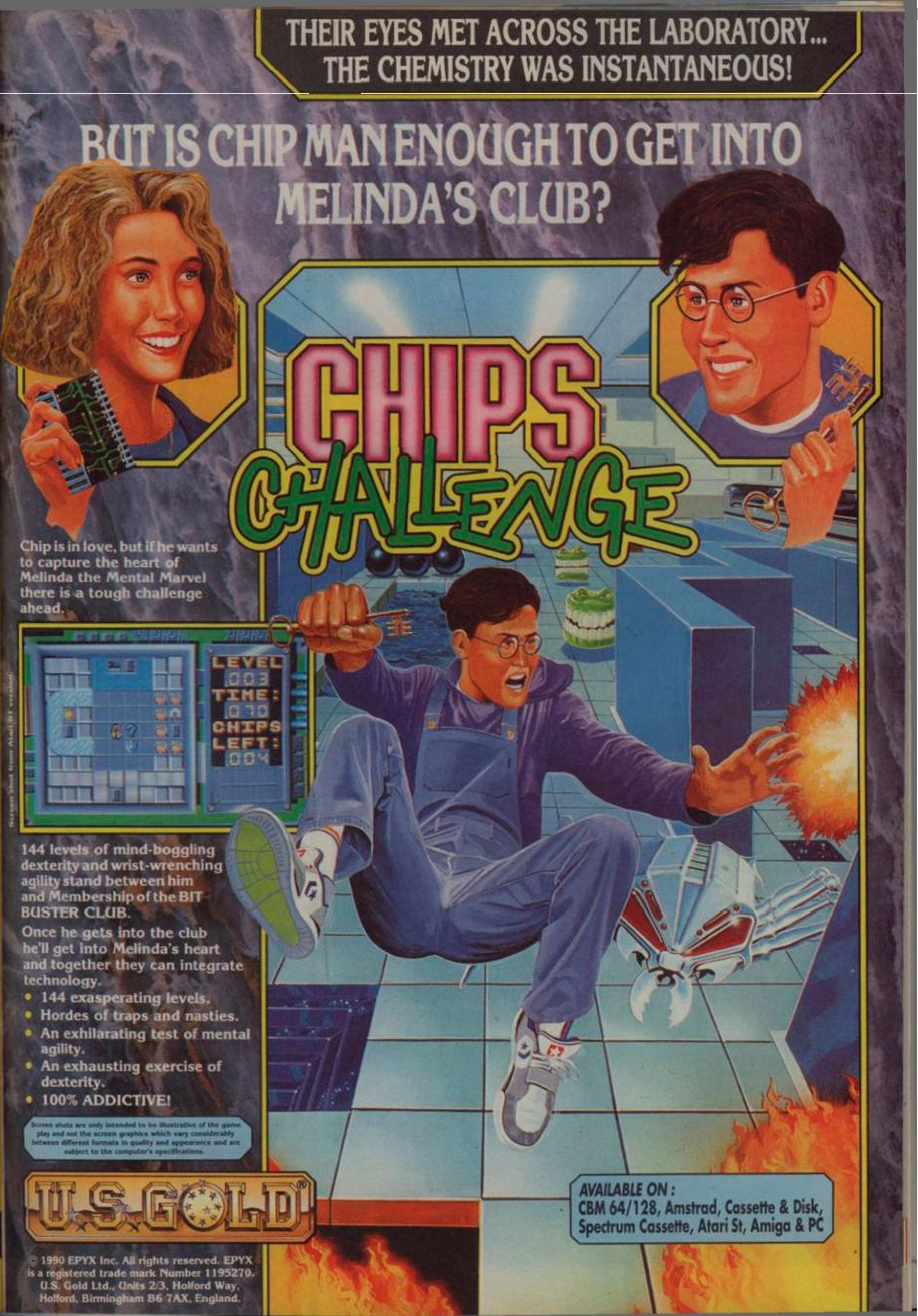
▶ *An all-action pose as Mushashi prepares for combat!*

MEGADRIVE £35.99

As a great fan of the Shinobi games - especially the brilliant Revenge of Shinobi - I feel more than a tad disappointed with Shadow Dancer. The coin-op was really good, but the Megadrive version is completely different from its arcade "parent" - the levels have changed, as have the enemies. The only thing remaining the same are Mushashi and his mutt! The graphics are nothing outstanding and the sound consists of an okay tune with some so-so spot effects. The playability is where things go completely to the wall, as it all seems to be a learning game (do something, get killed, then you know next time what's going to happen). The difficulty of the game itself leaps from easy to ultra-hard and back again, then leaps to nigh-on impossible on the last level! To sum up, this is a pretty sad conversion of an enjoyable coin-op - if you're desperate for a game of this ilk, you'd be better off going for Revenge of Shinobi.

ROBERT SWAN

GRAPHICS	82%
SOUND	77%
VALUE	60%
PLAYABILITY	67%
OVERALL	63%


THEIR EYES MET ACROSS THE LABORATORY...
THE CHEMISTRY WAS INSTANTANEOUS!
BUT IS CHIP MAN ENOUGH TO GET INTO MELINDA'S CLUB?
CHIPS CHALLENGE
LEVEL
003
TIME:
070
CHIPS
LEFT:
004
Screen shot from Atari ST version
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

AVAILABLE ON :
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ST AMIGA

C64 S

EXTERMINATOR

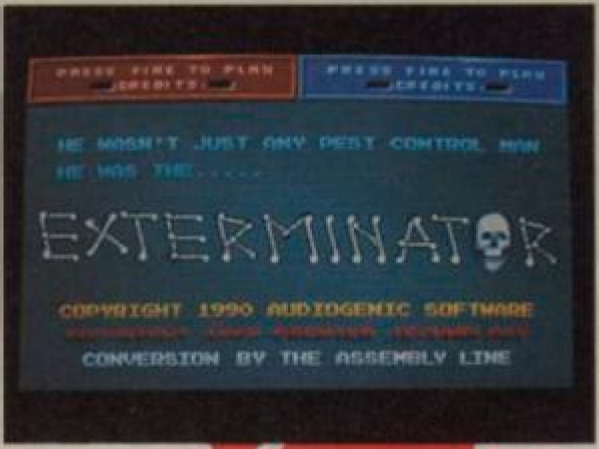
BY AUDIOGENIC

Bugs! Horrible, creepy-crawly, things have infested the neighbourhood, so the insect-hating citizens have called in the Exterminator - a pest control man with a difference! Starting off from one end of the street and working down, the player has to enter each house and clear all the rooms of bugs.

What makes The Exterminator different from your usual Rentokill grunt is the tools he uses. Instead of using environmentally unfriendly sprays, The Exterminator kills all known pests with his bare hands! His are special hands, though, because they're empowered with the ability to shoot blasts of laser death at any nasty that gets too close for comfort! The hand can also squeeze anything that buzzes by, as well as thump onto the floor, squashing tin cans or deadly toy tanks! And if you want, a second bug-basher can join in at any time, controlling The Exterminator's other hand!

You haven't got it that easy, though - toy tanks, laser-spitting sprays and wasps are also out to get you, and if they get too close, they'll drain your "juice" just like that (snaps fingers)! Once a room is clear, you move on to the next, until the whole house is de-bugged, and then it's time to move your swat team down the street, where more bugs lie in wait.

C+VG HIT!


PRESS FIRE TO PLAY
CREDITS:
PRESS FIRE TO PLAY
CREDITS:

HE WASN'T JUST ANY PEST CONTROL MAN
HE WAS THE.....

EXTERMINATOR

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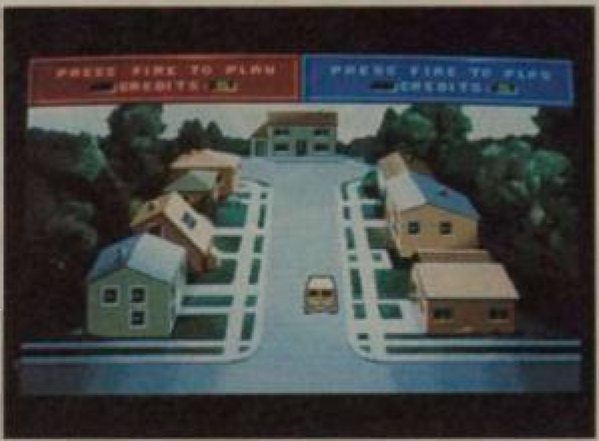
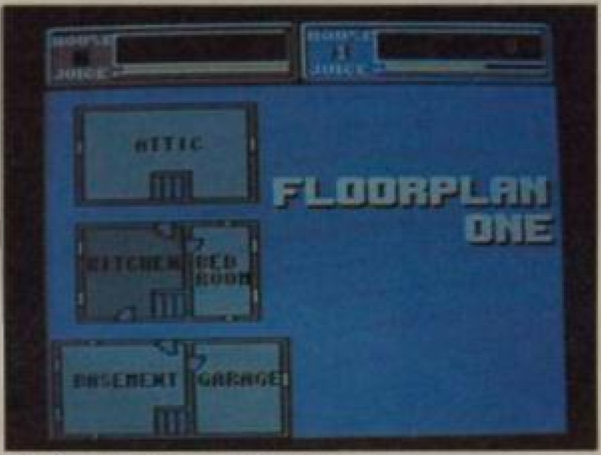
[illegible]
CONVERSION BY THE ASSEMBLY LINE

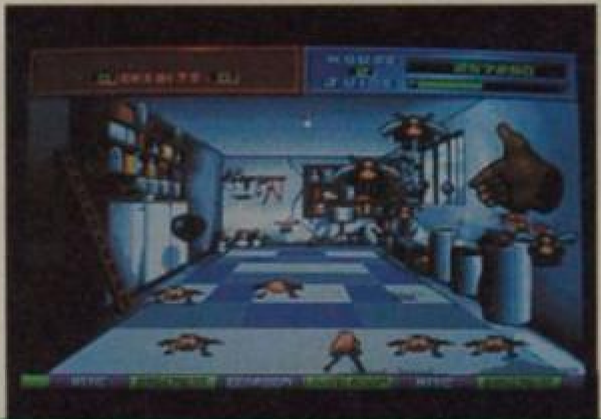


▲ *The Street. Clearing it of bugs is all in a day's work for The Exterminator.*



▲ *Start exterminating in the kitchen.*

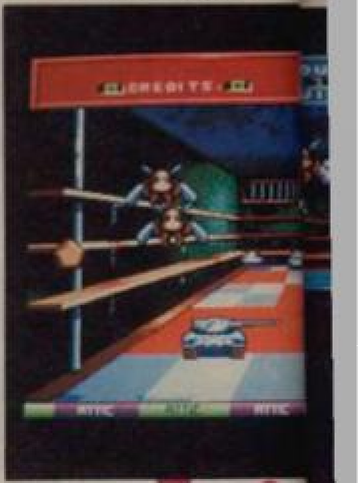
Splat the frogs! ▼

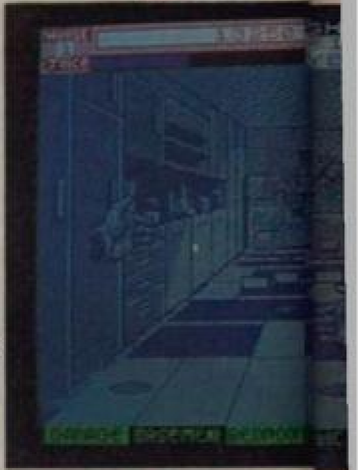


▼ *Yowch! Stung by a*

HOUSE
JUICE

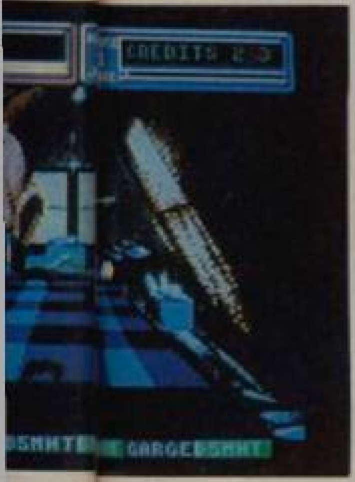
▼ *Trashing tanks in*



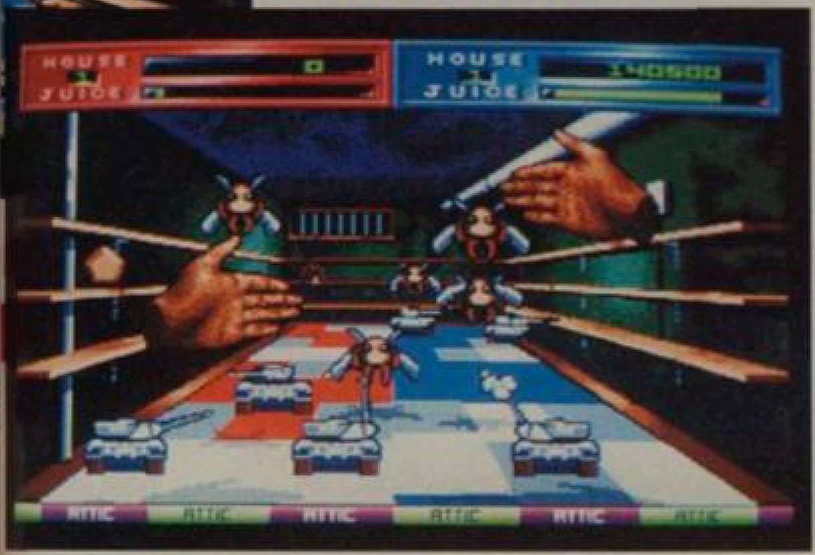


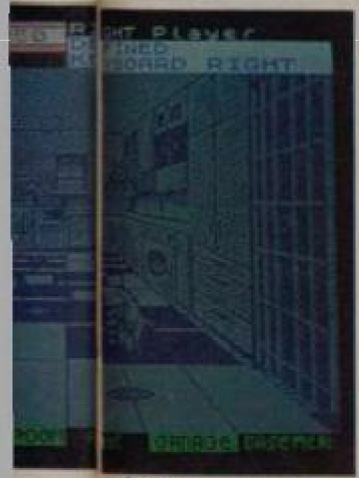
SPECTRUM

by a wa p in the C64 version.



in the asement!





▲ Beware the bug gun! It's not very nice at all.

C64
£10.99

A real gobsmacker of a game! Audio-visually, few games can touch this on the C64 at the moment. It features some absolutely stunning backdrops and sprites - and the music is enough to have your ears glued to the telly for ages! The simultaneous two player option is gone, but that doesn't affect the game too much and the only setback is the multi-load. Nevertheless, an essential purchase which no C64 owner should be without.

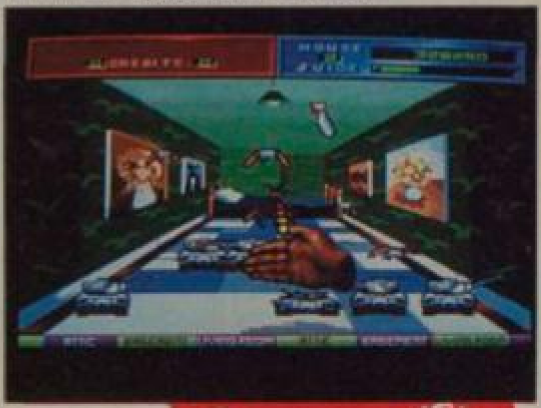
OVERALL 91%

SPECTRUM
£10.99

This has got to rank amongst the best Spectrum coin-op conversions seen in ages. The graphics are brilliantly drawn, and the gameplay remains fully intact - just as fast and frantic as the arcade machine! This is a must for Speccy owners with a taste for wild and wacky action, and will have you gripped for some time to come!

OVERALL 91%

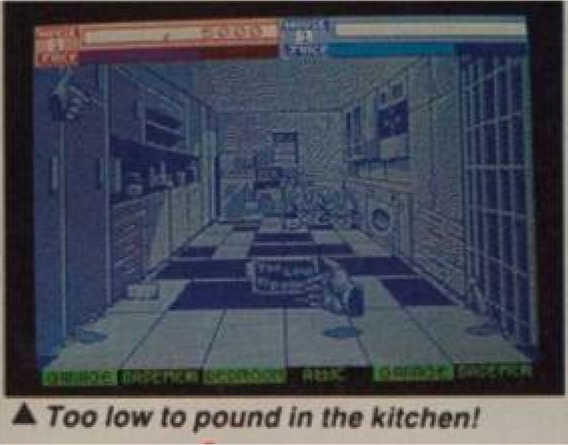
Cleaning up the kitchen
▼ in the Spectrum version.



ST
£24.99

Essentially the same as the Amiga version, although the sound is a tad weaker, and there aren't as many colours on screen at once. However, the gameplay is still as enjoyable and addictive here as it ever was, so get this at the first opportunity, and give those bugs a good bashing!

OVERALL 89%



▲ Too low to pound in the kitchen!

UPDATE

An Amstrad version should be buzzing about by the time you read this for the price of £10.99. If these four versions are anything to go by, the Amstrad game should be just as good!

AMIGA
£24.99

I thought the Gottlieb coin-op from which this is converted was a real hoot, and the Amiga version (converted by The Assembly Line) is, to all intents and purposes, arcade perfect - a phrase I do not use lightly! The graphics (although not digitised like the coin-ops, due to memory restrictions) are brilliant, and the hand grasps, thumps and blasts in exactly the same way. The backdrops are all excellently drawn, and the visual gags (like the frogs getting flattened) really make this a treat to watch. The sound is also very good indeed, with lots of bangs and booms, and even the pained squeak when you grab the wasp by mistake! The joystick controls of the coin-op were a little difficult to get to grips with, but the control on this version improves on it, making the whole thing a lot more fun to play! If you're fed up with the same old thing over and over again, and you're after something a little different, take a look at this - you won't be disappointed!

ROBERT SWAN

GRAPHICS	90%
SOUND	89%
VALUE	91%
PLAYABILITY	94%

OVERALL 90%

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HARD DRIVIN'

BY TENGEN

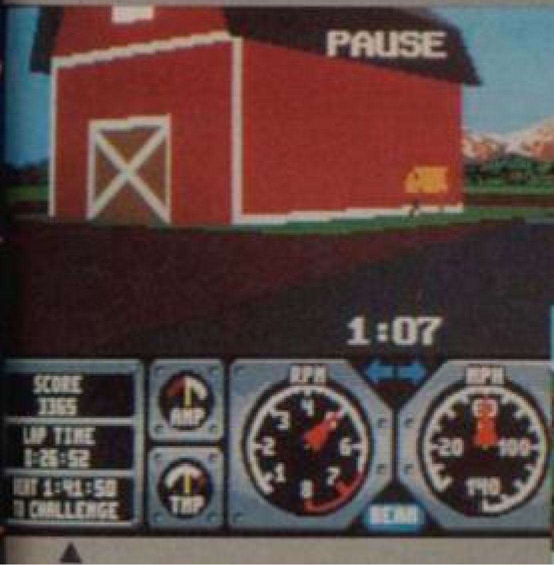
THANKS!
ks to PC Engine Supplies for the loan of the Hard Drivin' cart for this review.

Realism was the name of the game in Atari's Hard Drivin' coin-op. It was originally developed with driving instruction in mind, but it was decided that the specialised 3D polygon graphics hardware would pay their way more easily if they were inside a sit-down cabinet with bucket seat, clutch, brake and accelerator pedals and a steering wheel that provided realistic feedback.

At the start of each game, you choose whether to control the car with manual or automatic gears. Then it's on to the race itself where the general objective is to reach the next checkpoint before your allocation of time runs out. Being the all-out simulation that Hard Drivin' is, collisions with other cars or scenery tend to hurt a lot and the last moments of your digital escapades are replayed for your embarrassment!

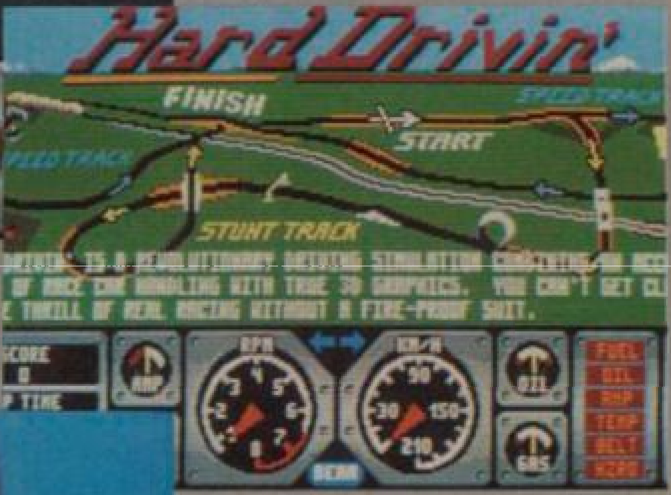
There are two tracks-worth of drivin' escapades available. On the speed track you learn how to get the highest speeds out of car on the long straights. On the stunt track, your skills and reflexes are tested to the max across hazards like the loop-the-loop and bridge jump!

If your lap times are fast enough, the Phantom Photon might even challenge you to a race...


PAUSE
1:07
SCORE
3365
LAP TIME
1:26:52
1:41:50
CHALLENGE
AMP
TMP
RPM
MPH
GEAR

▲ It's the famous Hard Drivin' barn - complete with 2D moo-ing cow!

The entire track layout is displayed on the title screen. Choose either the Speed or Stunt Track at the fork in the road. ▼


Hard Drivin'
FINISH
SPEED TRACK
START
SPEED TRACK
STUNT TRACK
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SCORE
0
TIME
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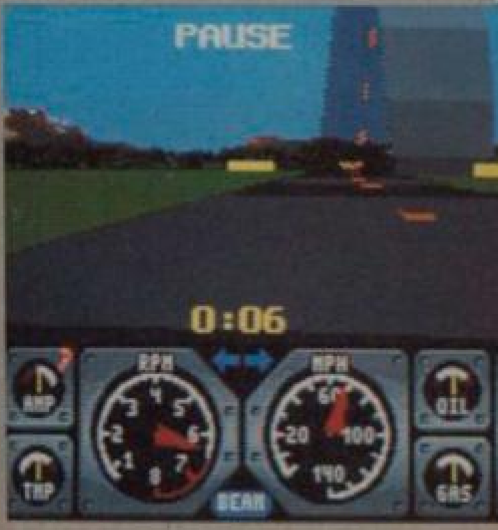
PAUSE
0:06
RPM
MPH
AMP
TMP
GEAR

And here's the famous Hard Drivin' loop-the-loop! Watch out for lorries coming the other way!

MEGADRIVE
£40.00

Cripes! It looks like Tengen completely forgot about converting the ace arcade machine and went out to convert Domark's Amiga version of the game! Apart from the fact that it's a lot faster, Megadrive Hard Drivin' practically is Amiga Hard Drivin'! Even some of the old bugs are present and the sound is actually a lot worse. The sampled ignition has been replaced with a lacking synthesized effort and the car's engine sound more like a flatulent elephant! Lastability is this game's main problem, though. One game is all that's required to see everything that this game has to offer and after that all interest in the game vanishes with a spectacular suddenness. Also, the handling of the car is completely unrealistic, and that realism was the whole point of the arcade machine. If you're a racing fan spend some money on the coin-op version (or better still, Race Drivin') - this simply isn't value for money.

RICHARD LEADBETTER

GRAPHICS	81%
SOUND	49%
VALUE	29%
PLAYABILITY	60%
OVERALL	52%

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MICKEY MOUSE

C+VG HIT!

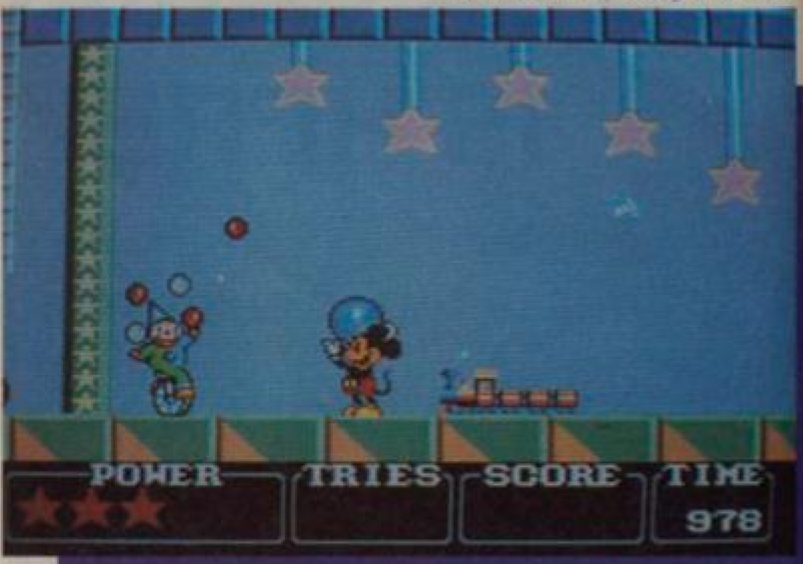
BY SEGA

My word! The inhabitants of Vera City are mostly nice, friendly sort of people but unfortunately one person in particular isn't very happy at all. Mizrabel the evil witch isn't exactly the nicest person around and to prove just how despicable she is, she's gone and made off with Minnie Mouse and imprisoned her in the Castle of Illusion. If perennial hero (and all-round good guy), Mickey Mouse doesn't do something about it, she's condemned to die a slow and hideous death.

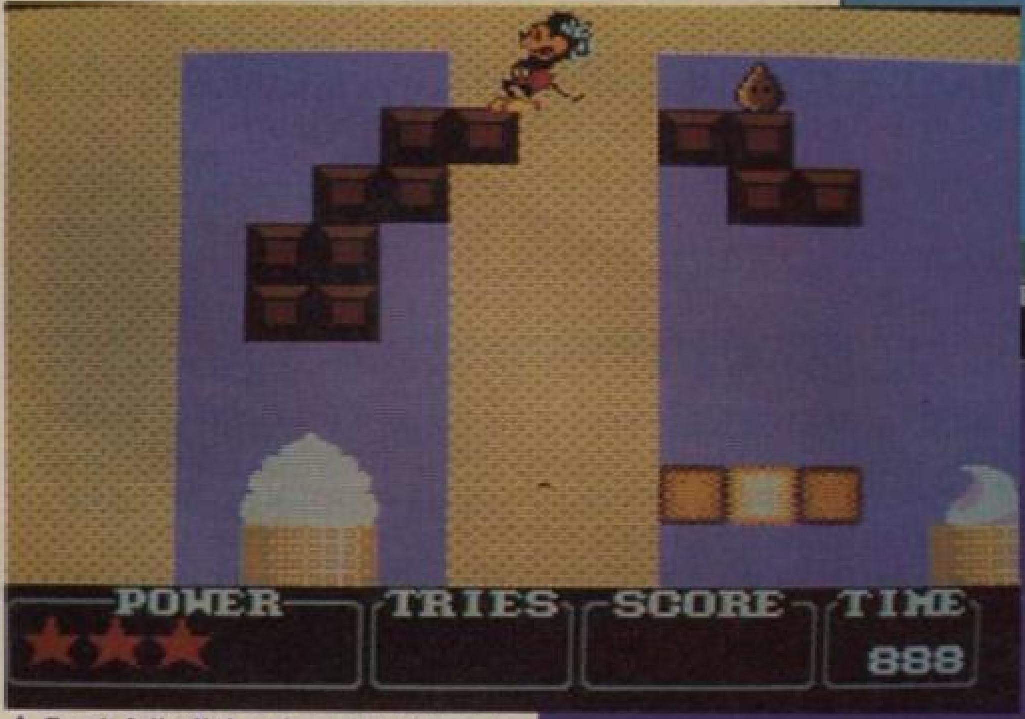
Enter the player who must adopt the mantle of the Disney hero and travel six levels of arcade platform action *using his bottom to squash* any of Mizrabel's minions that dare get in his way. At the end of each level is a rainbow jewel, jealously guarded by a Master of Illusion. Mickey's quest involves him collecting all six jewels in order to create a rainbow that can transport him to Mizrabel's stronghold.

But even collecting one jewel can be a nightmare. On the platform levels of the Castle of Illusion, Mizrabel has conjured up some of the most devious platform traps imaginable. The usual assortment of lifts and crumbling platforms are there, along with a selection of secret rooms and gargantuan end-of-level guardians!

Mickey prepares to inflict a severe concussion ▼ *on the unicycling Pierrot!*



ER
TRIES
SCORE
TIME
958



▲ *Don't fall off the chocolate bricks!*

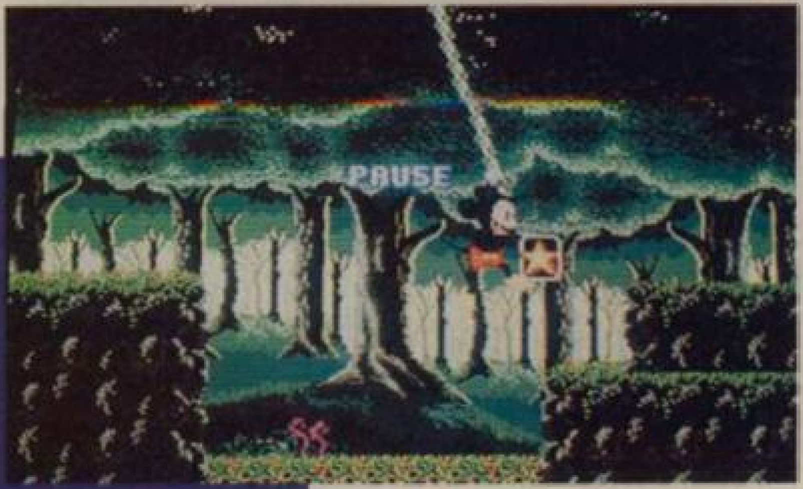
THANKS!

A very warm and hearty "ta!" to PC Engine Supplies of Stoke for the loan of the Megadrive cart. Contact them on (0782) 712759!

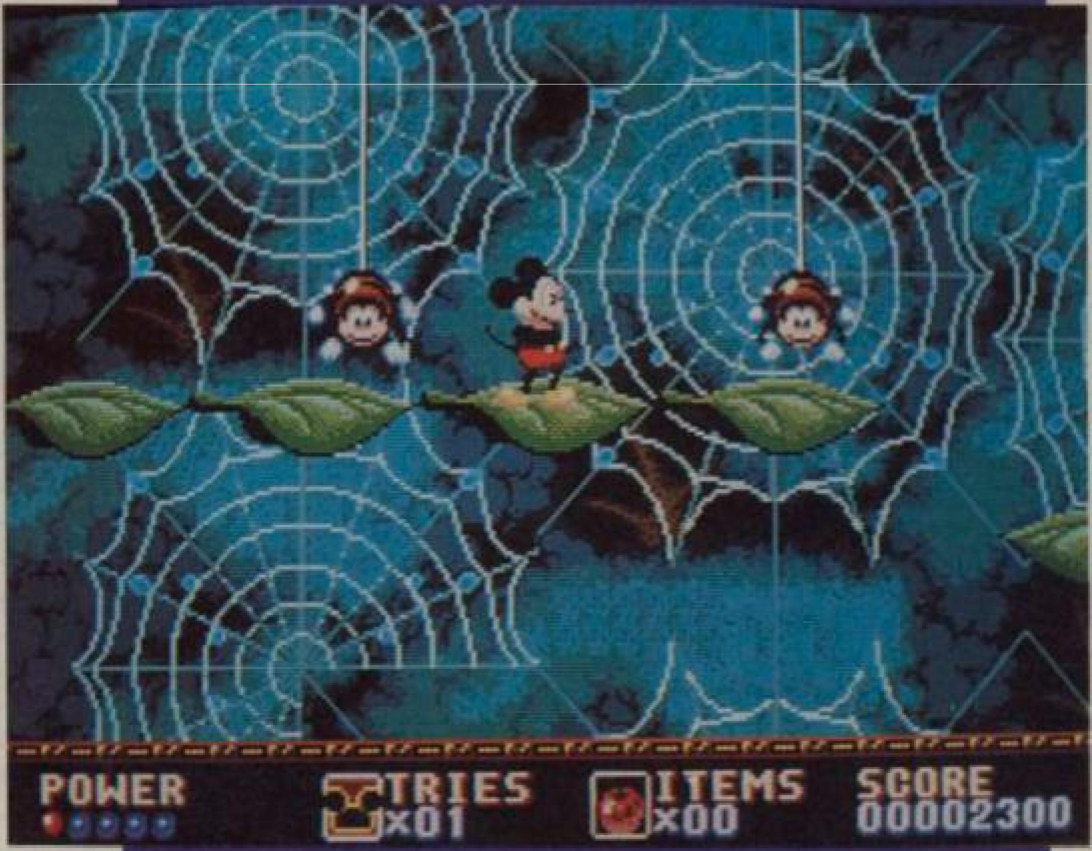
UPDATE

ly that Mickey Mouse is likely to reach any other system for the moment. Still, computer owners can try and get hold of an ancient Gremlin game based on the Disney superhero. It's not at all like the game reviewed here, but it is still quite a laugh!

Swing through the stars ▶ for extra energy in the Megadrive version!



EEEK! Surrounded by spiders! Where's Pluto ▼ when you need him?

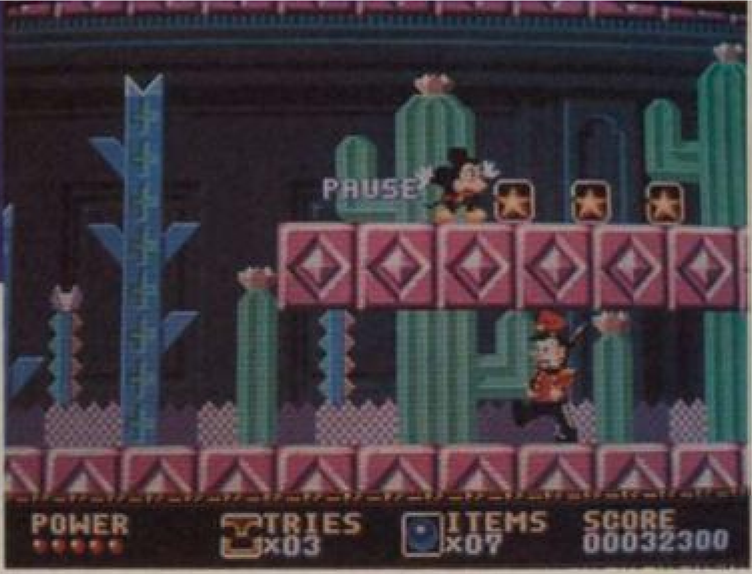


MEGADRIVE
£40.00

Unbelievable! Mickey Mouse ranks as one of the most stunning carts available with truly cartoon-quality sprites and backgrounds! This Megadrive cartridge combines the playability of Super Mario with all the cartoon charm of Disney's favourite rodent superstar - buy this - it'll blow you your mind out of this world!

OVERALL 96%

▼ Don't get caught by the soldiers in Toyland!



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Flippin' hell! When Mickey Mouse first arrived in the office, everyone was mightily impressed with the quality of the graphics. Mickey himself is a visual masterpiece with amazing Disney-style animation and the cute sprites and wonderful backdrops just can't be faulted at all! The playability is a close rival for the Nintendo Mario series (indeed, some of the puzzles struck me as being very familiar...) and there's a huge amount of strategies to be learnt before you finally vanquish the evil Mizrabel. With its massive variety of levels and secret rooms, Mickey Mouse ranks as the greatest platform game available for the Sega. Literally months of gaming fun are to be had with this cracking cart, so be sure to direct some of your rapidly diminishing Christmas money in Mickey Mouse's direction!

RICHARD LEADBETTER

GRAPHICS	93%
SOUND	83%
VALUE	94%
PLAYABILITY	94%

OVERALL 93%

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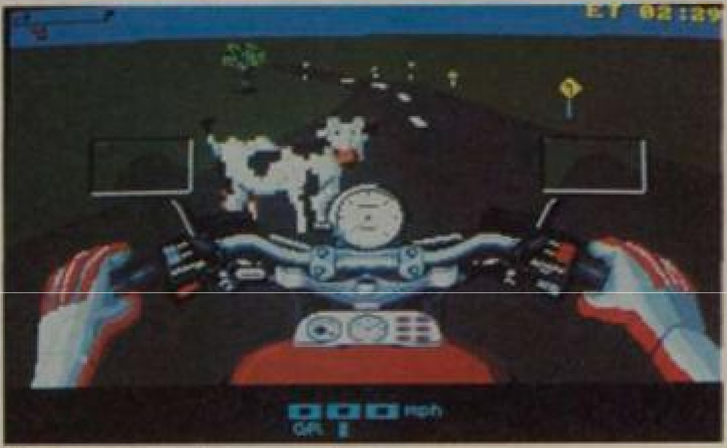
ULTIMATE RIDE

BY MINDSCAPE

This game lets you take your silver mean machine to the greatest grand prix circuits in the world and participate in the gruelling sport of motorcycle racing. But if that doesn't appeal much to you, and you're feeling particularly daring you can even select street courses and race Cannonball Run-style through the streets.

Ultimate Ride simulates the capabilities of six real bikes amongst them Yamaha's FZR 400 and V-MAX, Honda's CBR 600 and the Kawasaki Ninja ZX10, and the amazing presentation sequence lets you know which one is best suited to your riding style or the conditions you face in the game itself. There's even the option of changing the tyres of your bike, so as to maintain maximum grip on the road. Good eh?

During the game itself, the on-screen action is displayed in first person 3D with the horizon (rather than the bike) tilting with every corner taken. You can choose whether you wish to drive a qualifying lap or just get straight into the game proper. But beware! The Ultimate Ride is a realistic motorcycle simulation, so don't expect your silver steed to achieve the impossible!

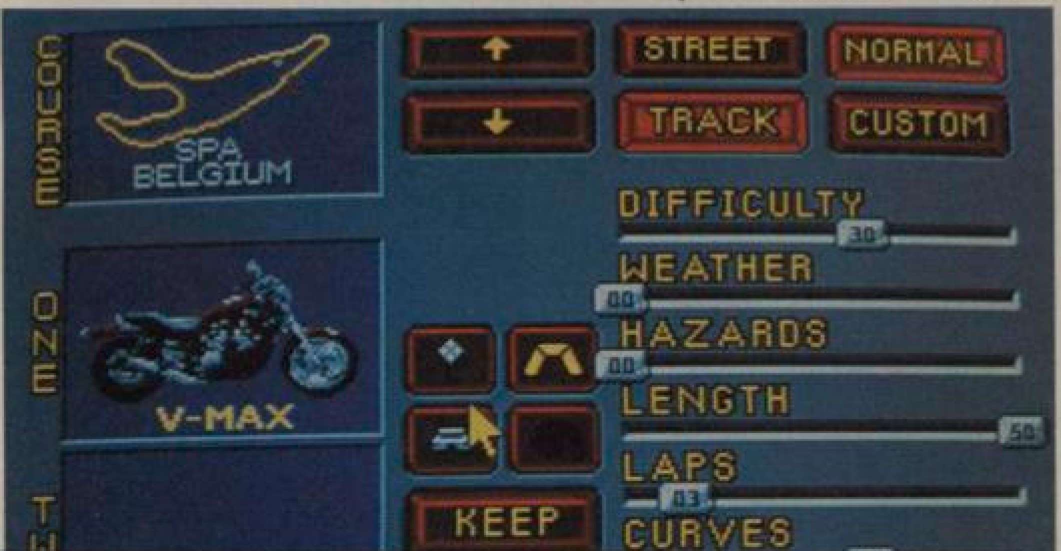


▲ *Bovine victimisation in The Ultimate Ride!*

UPDATE

There's no sign of The Ultimate Ride appearing on any other machine, but if this game does crop up on any other format, we'll let you know.

Track stats a-go-go before the main race begins. ▼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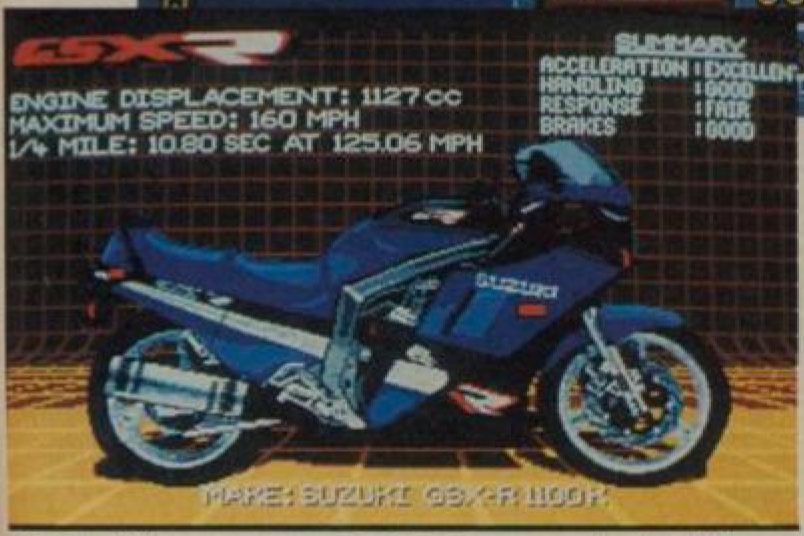
GSX-R
SUMMARY
ACCELERATION : EXCELLENT
HANDLING : GOOD
RESPONSE : FAIR
BRAKES : GOOD
ENGINE DISPLACEMENT: 1127 CC
MAXIMUM SPEED: 160 MPH
1/4 MILE: 10.80 SEC AT 125.06 MPH
MAKE: SUZUKI GSX-R 1100R

▲ *One of the mega-presentation screens - check out those mean machines!*

AMIGA £24.99

The Ultimate Ride has got some of the best presentation screens I've seen yet on a video game. Each of the amazing high-power bikes is portrayed in a style that puts Test Drive to shame! Unfortunately, just like Test Drive, underneath the sleek graphical exterior lurks a very average game. The 3D effect of driving around the various tracks is slow and jerky and the collision detection is rather dodgy to say the least. The sonics consist of some decent enough soundtracks, but the bike's engine "roar" sounds like some poor, unfortunate chicken being slowly throttled. The split-screen two player mode is quite fun for a while, but unfortunately, the visibility for each player is very limited. The Ultimate Ride is quite fun to sit down and play for a few minutes, but it's easily surpassed by Gremlin's thrill-tastic Team Suzuki.

RICHARD LEADBETTER

ST £24.99

Much like the Amiga version, suffering from the same faults. Check it out only if you're a die-hard biking fan (who doesn't like Suzuki much).

OVERALL 68%

GRAPHICS	70%
SOUND	72%
VALUE	67%
PLAYABILITY	66%
OVERALL	**68%**

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Of course, each Mendicant you blast is money in the bank, which buys you extra bits at the End-Of-Level Weapons Emporium. Cheapskates will be pleased to know that power-ups also appear during the game as icons, which provide homing lasers, autofire, speed-ups and other such exotica.

While this isn't as technically-stunning a shoot 'em up as, say, Blue Lightning, it's not bad. The graphics throughout are varied and colourful, though the horizontal screen format makes it impossible to see very far ahead. That and the vast swarms of homing missiles make this a pretty difficult game to play, and though it only has six fairly short levels, it'd take a real expert to get right to the end.

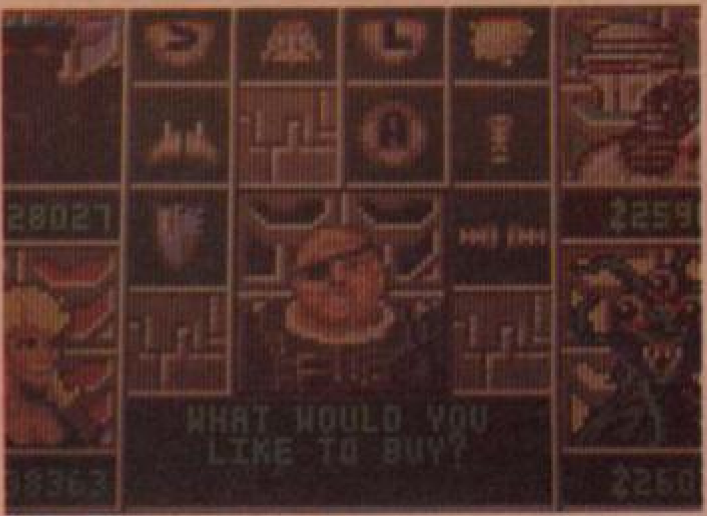
It has the attraction of being ComLynx compatible, so up to four players can compete, but they'd have to be veteran blasters to get maximum enjoyment out of Zarlor Mercenary.

PAUL GLANCEY

LYNX
£29.99

A decent-looking shoot 'em up, but quite difficult and not overly exciting to play.

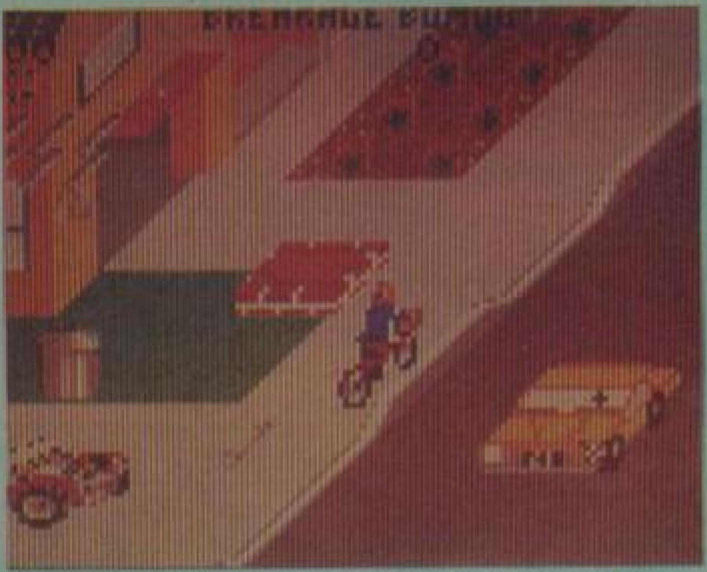
OVERALL 74%



WHAT WOULD YOU
LIKE TO BUY?

▲ *Mr Mercenary picks up some new gear in the shop.*

PAPERBOY



▲ *Remember cars don't kill people - it's the nut behind the wheel.*

This conversion of the old Atari coin-op puts you on the saddle of a natty BMX bike, with a pile of newspapers in your satchel. There's no time for bike-tastic merriment, though, because you've got to pedal your wares around the neighbourhood, and fling copies of The Daily Sun into the mailboxes of all the subscribers on your round.

Just like real-life, however, Paperboy's job is made difficult by such obstacles as breakdancers, remote controlled cars, runaway lawnmowers, sidewalk brawls and speeding automobiles, all of which send him sprawling in the gutter if he can't pedal around them.

Missing a subscriber's mailbox is bad news, because he cancels his subscription. But Paperboy isn't averse to a bit of mischief, and he scores bonus points if he can fling a paper through a non-subscriber's window, or smashes one of his gateposts.

I must confess that I wasn't exactly overwhelmed with the coin-op original, and this conversion whilst being faithful to the arcade, simply isn't very exciting to play. The graphics aren't at all outstanding (believe it or not, they were ported from Elite's 16 bit versions of the game) and whilst they serve the job, they're let down by very jerky scrolling. The sound isn't too hot either, and after the brill sonics of Lynx Klax, I was expecting something a bit better than the tepid effects we've got here.

Paperboy fans'll lap this up, but I for one was disappointed.

RICHARD LEADBETTER

LYNX
£29.99

Looks good, but simply isn't enough fun to play. For ardent fans of the arcade game only.

OVERALL 67%

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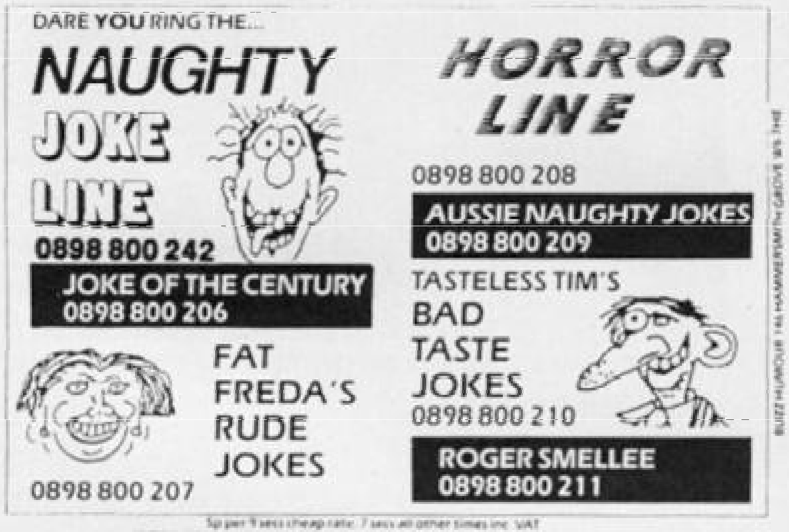
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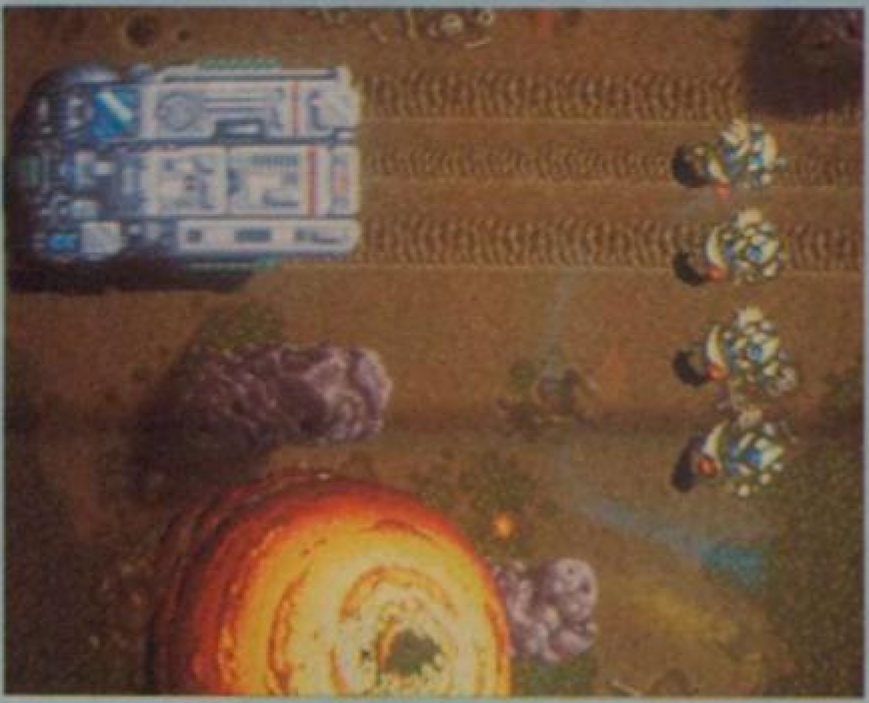
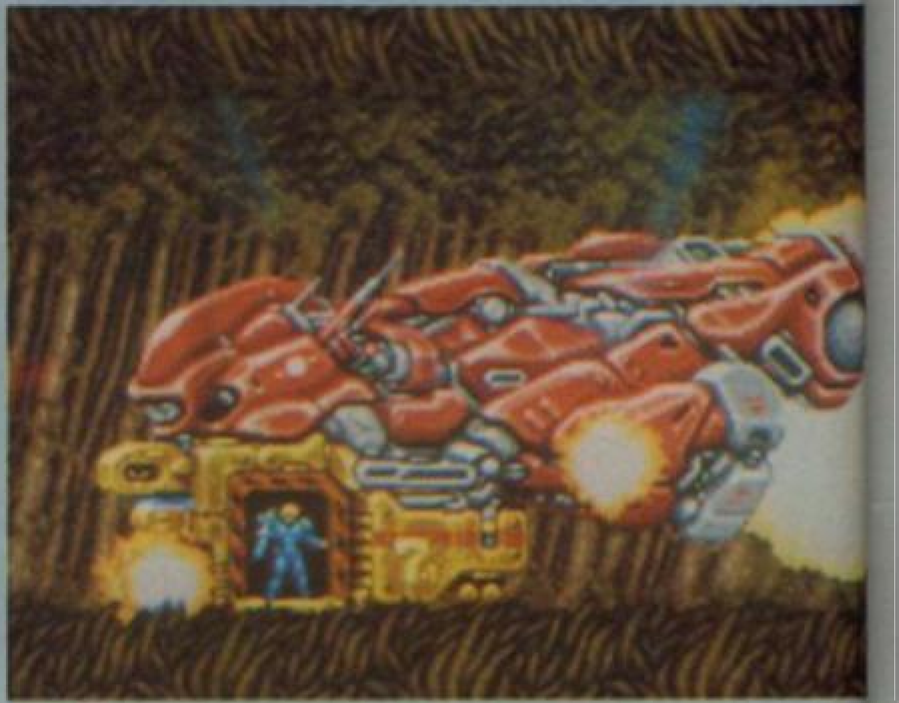




A new up-the-screen blaster that recently appeared in the arcades is Outzone. It's programmed by Toaplan, whose previous efforts include Flying Shark, Truxton and Hellfire.

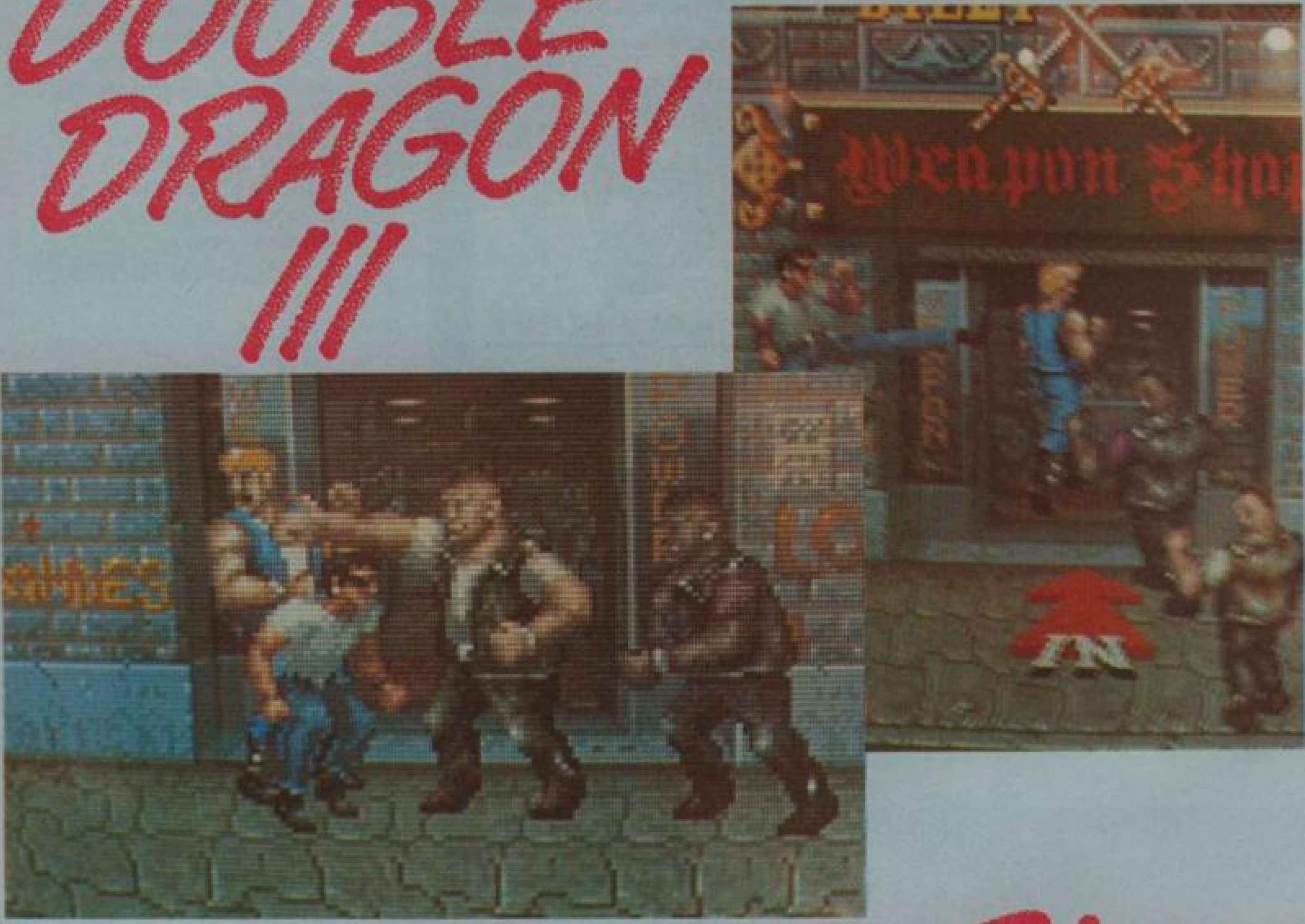
The game casts the player as a battle-hardened mercenary who's job it is to yomp up the vertically scrolling landscape blasting all and sundry. There's no prizes for guessing that there are plenty of power-ups to collect, and that a big guardian is found at the end of each level.

Although it's completely and utterly predictable, the game is fairly good fun in its own way. The graphics and sound are both excellent, it's just a shame that the programmers of this game weren't turned towards producing something more original and exciting, rather than just rehashing an age-old idea which we've already seen about a million times.

JULIAN RIGNALL

GRAPHICS	86%
SOUND	85%
VALUE	76%
PLAYABILITY	83%
OVERALL	80%

DOUBLE DRAGON III



the Rosetta Stone

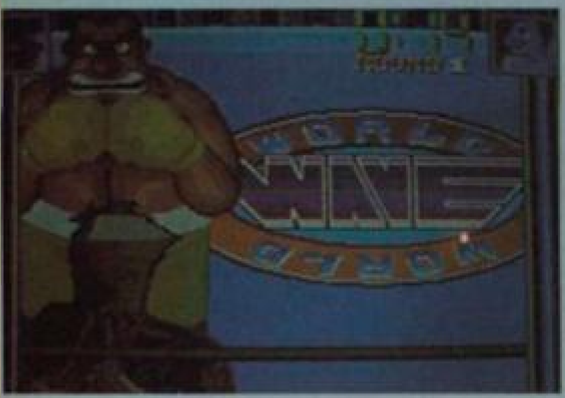
The third in the ever-popular Double Dragon series is quite a departure from its two predecessors. Rather than use the rather camp cartoon-style graphics of Double Dragon I and II, the programmers of Double Dragon III have opted for more lifelike graphics, which adds plenty of appeal to the game.

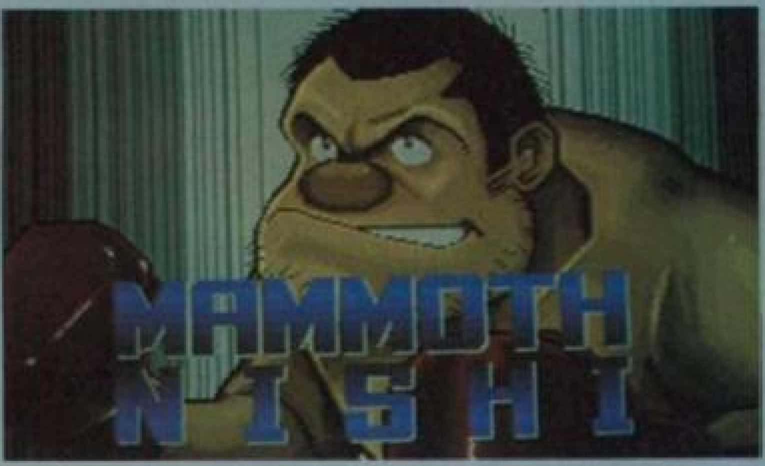
Once again it's beat 'em up time as the heroes Billy and Jimmy battle a veritable army of hoodlums across scrolling enemy territory. There's loads of fighting action, and a few new moves to keep Double Dragon fans piling their cash into the slots. Give it a go if you're a fan of the series.

JULIAN RIGNALL

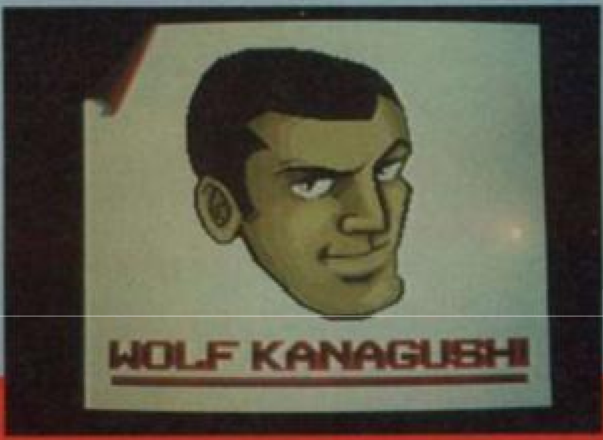
GRAPHICS	85%
SOUND	81%
VALUE	80%
PLAYABILITY	87%
OVERALL	**83%**

SUCCESS JOE





GRAPHICS	88%
SOUND	86%
VALUE	82%
PLAYABILITY	88%
OVERALL	85%



An unoriginal, but pretty enjoyable boxing coin-op that'll hit the arcades in the next few weeks is Success Joe.

It's very similar to Nintendo's 1983 coin-op hit, Punch Out!!! and gives the player a 3D behind-the-gloves view as he punches his way to victory (or not, as the case may be).

The graphics are great, with large, humorous, cartoon-style sprites (some of the expressions they make are hilarious) and some superb between-screen pictures. The gameplay is pretty tough, and some of the later boxers are well challenging, requiring quick thought and strategy to win.

If you fancy an enjoyable and pretty off-beat fighting game, pile a couple of ten pence pieces into Success Joe.

JULIAN RIGNALL

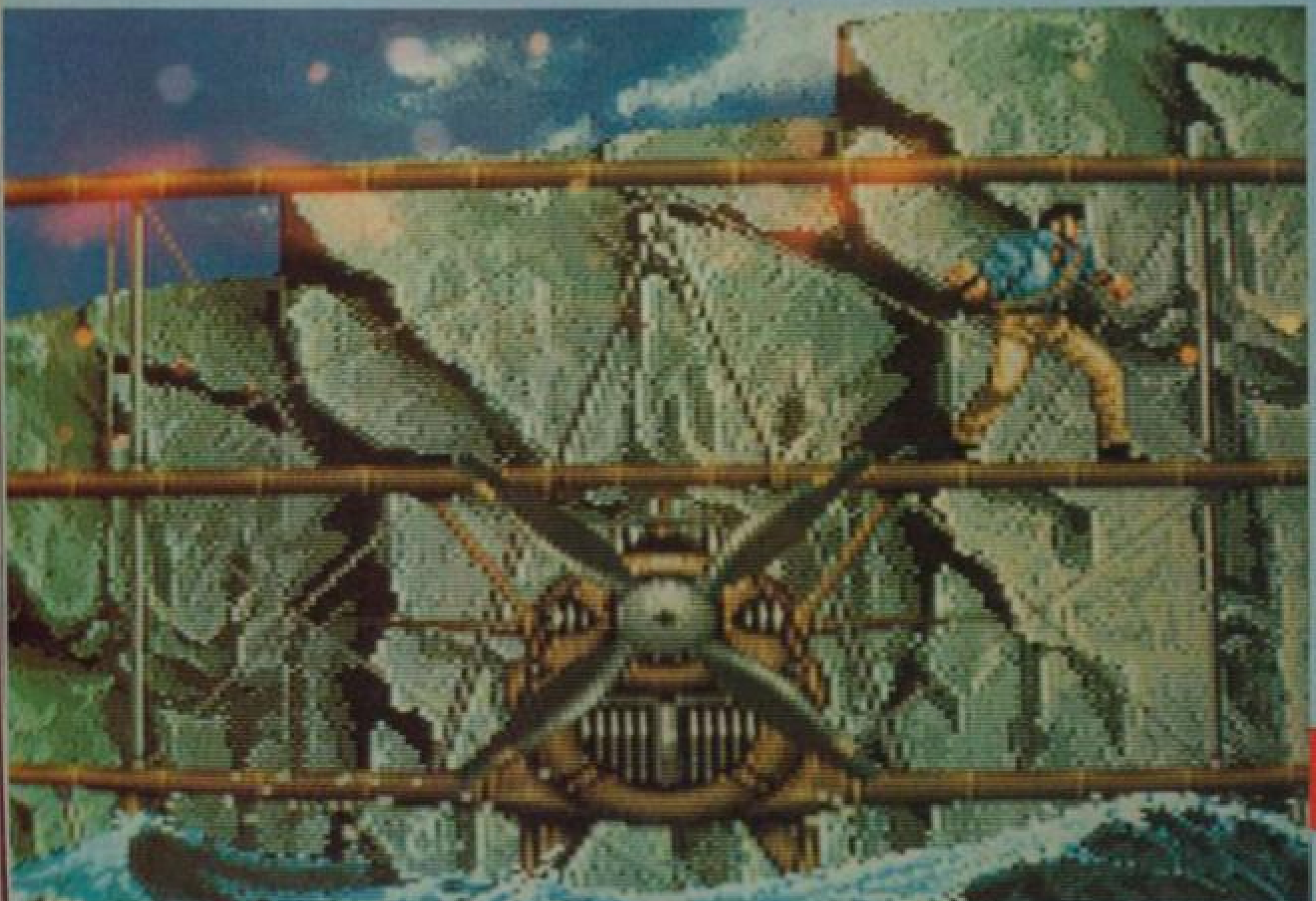
ADVENTURES OF EDWARD RANDY

Data East's newest coin-op certainly sports a hilarious title. The player controls Edward Randy, a fellow with an unfortunate name in a perilous situation. He's got to biff and bash his way across scrolling enemy territory in a typically heroic fashion.

It's pretty good fun, and some of the levels, particularly the one where he battles across the wings of aeroplanes, add a bit of spice to the action.

Check it out if you fancy a fight.

JULIAN RIGNALL



GRAPHICS	81%
SOUND	79%
VALUE	80%
PLAYABILITY	84%
OVERALL	82%

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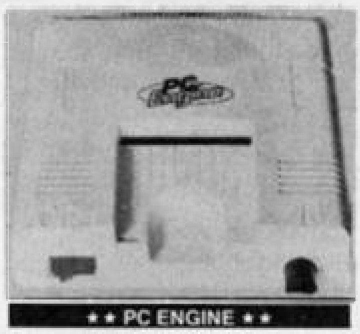

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STEVE, COLIN AND ALL THE STAFF, WOULD LIKE TO WISH ALL OUR CUSTOMERS ALL THE BEST FOR THE NEW YEAR AND THANK YOU FOR YOUR SUPPORT DURING THE LAST 12 MONTHS

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★ ★ ★ YOU'VE TRIED THE REST!! NOW TRY THE BEST ★ ★ ★

COMPO RESULTS

Well, well, well, now then! Did you enter one of those absolutely outstanding competitions in the December issue? You did? Well, come on down, and have a gander at the following - you may be a winner!

JOIN THE LOTUS ELITE

Crikey, this comp provoked a lot of response, and no mistake, missus! Anyway, the lucky reader who'll be zipping around in a Lotus Esprit is ANDREW HARGREAVES of PRESTON, LANCS. Congratulations, Andy, you lucky devil! The five runners-up, who each get tickets to the British Grand Prix at Silverstone are...

T WALLINGER of HINCKLEY, PAUL WALLIS of BASINGSTOKE, SIMON MARK HAYTER of FARNBOROUGH, JONATHAN HATTS of ALVANTEY, CHESHIRE and ADRIAN MORGAN of BILLERICAY, ESSEX.

DECEMBER HOTLINES

WIN A MEGADRIVE

Everybody wants one of these astounding black beasties, but that geezer DARREN SMITH of CHATHAM (do I know him? - Rob) walks away this month with £190 worth of red-hot console hardware - lucky bloke!

WIN A PC ENGINE

It's small and white, and no, it's not an elephant doing an impression of an asprin! It's the PC Engine, and this month's recipient of this arcade monster in a matchbox is none other than KATHERINE SPENCER of RICHMOND. Have fun, Katherine!

WIN A LYNX

Sleek and deadly, this colour baby is looking good, and someone who'll have a whale of a time with this in their pocket (oh yes? - Ed) is that guy with the touch of gold, MICHAEL FORD of DAGENHAM. Well done, Mike!

WIN A GAME BOY

Seeing as Andrea kept sending in multiple entries, she's now been banished to Sinclair User, but this month's Game Boy winner is B KEMP of TADCASTER, YORKS. No more gaming blues for you, eh, B?

WOT NO FLOOD PRIZES?

There's not been much response to the comment put in last month about the Flood compo winners from issue 105! If you were one of the lucky winners, please write in to us at the usual address, marking the envelope "WHO SCREWED UP? FLOOD COMPO". If not, who will we send the prizes to?

THE C+VG CHALLENGE

Got a couple of highscores in the tables? Think you're well 'ard with a joystick, do you? Bit of a flashy git with a joypad, eh? Then here's your chance to push your skills to the max in the C+VG CHALLENGE! Every month, we'll be selecting a red-hot joystick jockey to boogie on down on an all-expenses paid trip to the C+VG offices in London, to challenge one of the C+VG team - Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - on his favourite game. So get practising - the C+VG boys are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, they'll be entered into the C+VG Official Highscore Table, and if you're really good, you could be chosen to come to London to go up against one of the gang!

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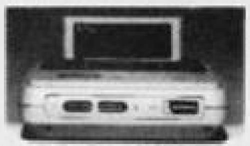

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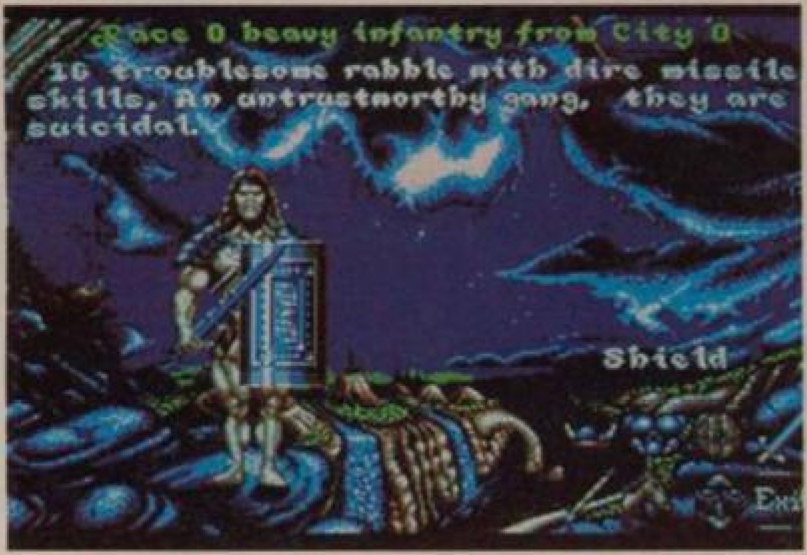
GRAFTGOLD GOODIES!

Who should our Richard meet while he was down the corner shop in Witham buying some wine gums but the entire staff of top programming house, Graftgold! After he told them how much he loved all their previous releases (which included Rainbow Islands, Super Off-Road, Simulcra and Paradroid '90) they bought his wine gums for him and then carted him off to their office to give him an sneak preview of two of their upcoming games, entitled Fire and Ice and Realms!

REALMS

Let's make no bones at about it, Realms looks like being the game to topple PowerMonger as the greatest strategy game on the home computers. With super-fast fractal landscapes (currently running at an amazing 17 frames a second) and brilliant presentation screens, graphically this game is going to be a stunner!

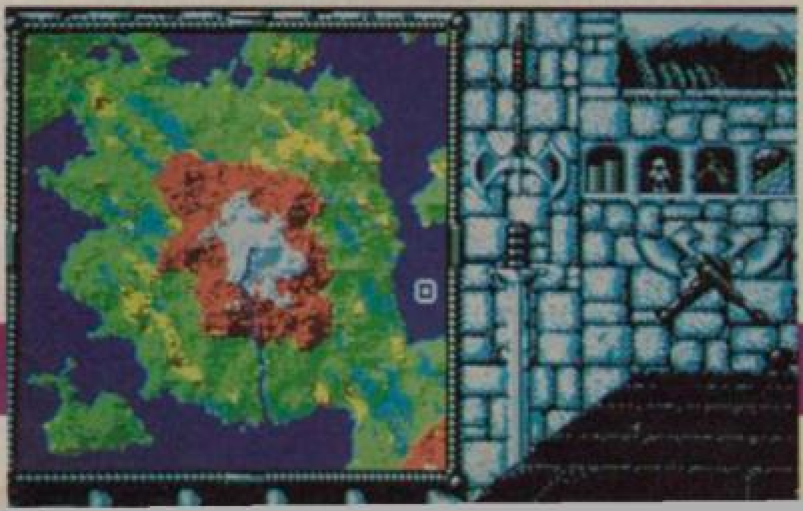


Race 0 heavy infantry from City 0

16 troublesome rabble with dire missile skills. An untrustworthy gang, they are suicidal.

The idea of the game is to build up your armies and expand your realm, conquering all who dare cross your path. You can conquer cities and then tax the inhabitants, using the money to build up your armies or improve their weapons and armour. Small towns usually pay their taxes to larger cities, so if you can take out a major city then it's likely that all its associated villages will become part of your realm! Obviously, other leaders aren't just going to sit about, so watch out for other armies taking over bits of your land!

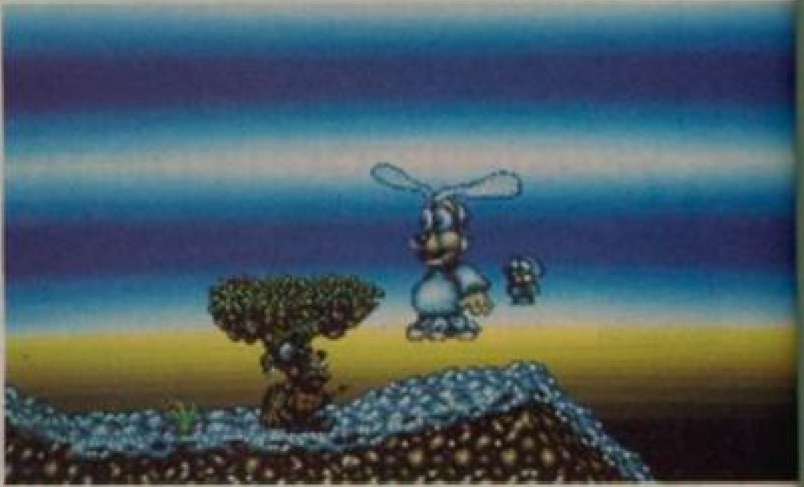
Realms is extremely well-presented. Instead of the usual boring bar charts and statistics, everything is displayed with atmospheric graphics. It doesn't just say you've got 20 gold coins, you actually see them piling up on your desk! Similarly, when you require information on your army units, you actually see one of the warriors. You can tell how well your warriors are armed just by looking at the picture and seeing how they're dressed!



By the looks of it, Realms isn't going to be released until September (courtesy of Virgin Games), but believe me, when it's finally out it's going to be a stunner! Watch out for further news in upcoming issues...

FIRE AND ICE

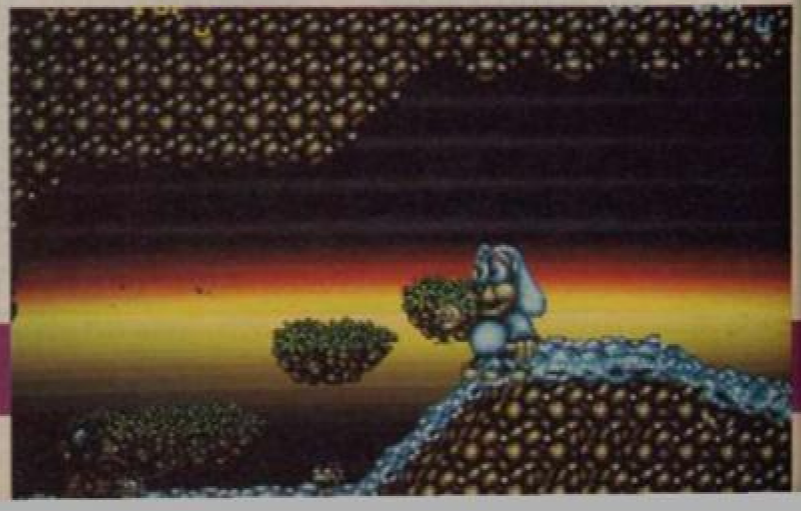
Another potentially stunning product from Graftgold is Fire and Ice, the latest game from Andrew Braybrook. A lot of technical jiggery-pokery has been crammed into this product, as the Amiga version sports up to 270 colours on-screen at once! The action is displayed on an eight-way scrolling platform screen (which incidentally runs at fifty frames a second - that's as fast and smooth as an arcade machine!).

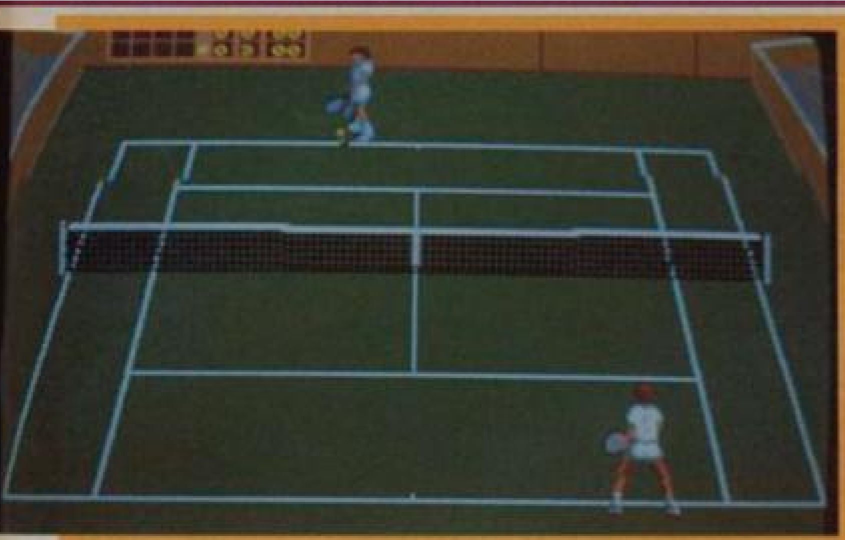


The game is reminiscent of one of Braybrook's first C64 games, Gribbly's Day Out, except that in Fire and Ice, the player takes control of a cute dog with huge flapping ears, and the objective is to find a number of small puppies and lead them to safety. The problem is the inhabitants don't like puppies much and are out to get them.

The backgrounds change according to the time of day and the time of day is also reflected in the action, so, when it gets dark new creatures appear and other go back to their homes and rest!

Fire and Ice looks like being another Braybrook classic, with super-smooth gameplay and intelligent meanies (some are actually afraid of others!). You may think that these screenshots look good, but don't be fooled! Graftgold are planning major renovations in the graphics department, and this should all add up to red-hot arcade-quality action! As we go to press, there's no firm news on who will be releasing the game, but watch out for it during the Summer.



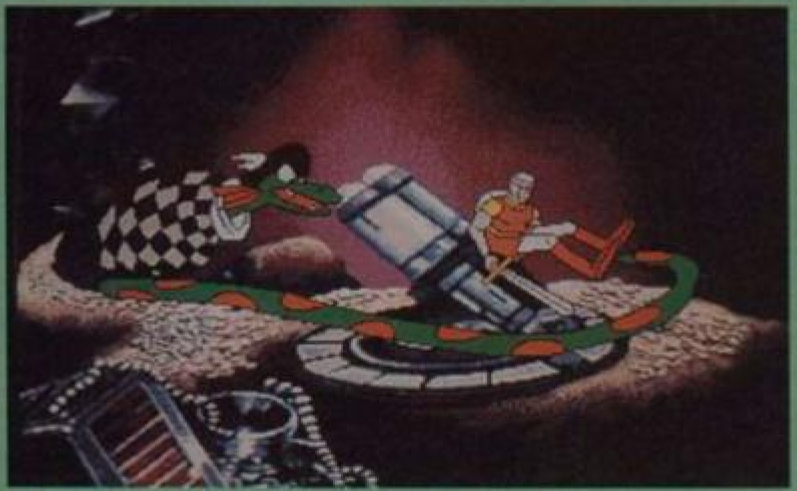


PRO TENNIS TOUR 2

UBISOFT

We've had an early butcher's at Ubisoft's follow-up to the ball-bouncingly good Pro Tennis Tour, and it looks like being quite a goodie! Featuring the same style of top-notch animation that was featured in the original, along with a greater control of the ball, Pro Tennis Tour 2 looks like being a simulation to watch out for. There's also a great line in sampled speech with an amazingly realistic umpire. Even at these early stages Pro Tennis Tour 2 looks very promising. Watch out for the review in a forthcoming C+VG.

RELEASE: ST, AMIGA, EARLY '91
PRICE: TBA

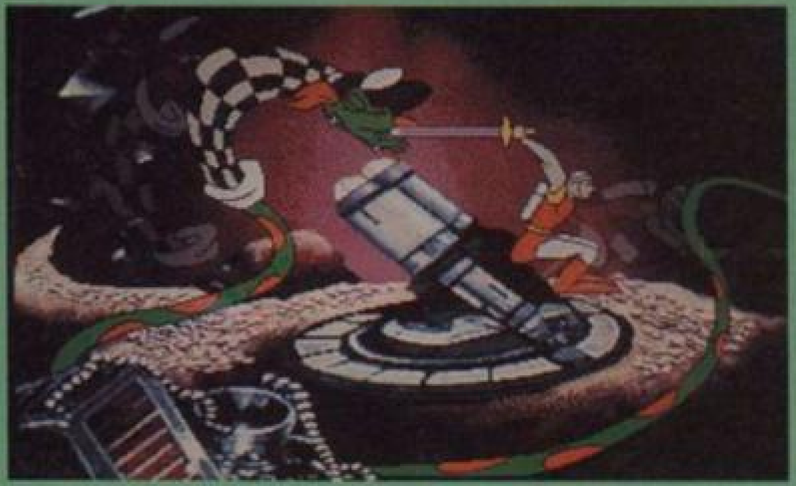


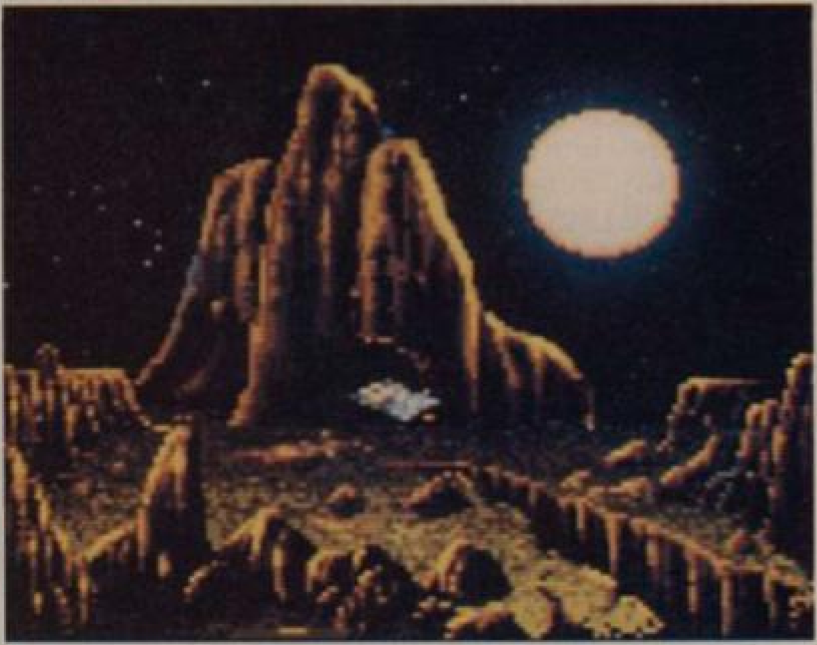
DRAGON'S LAIR 2 - TIMEWARP

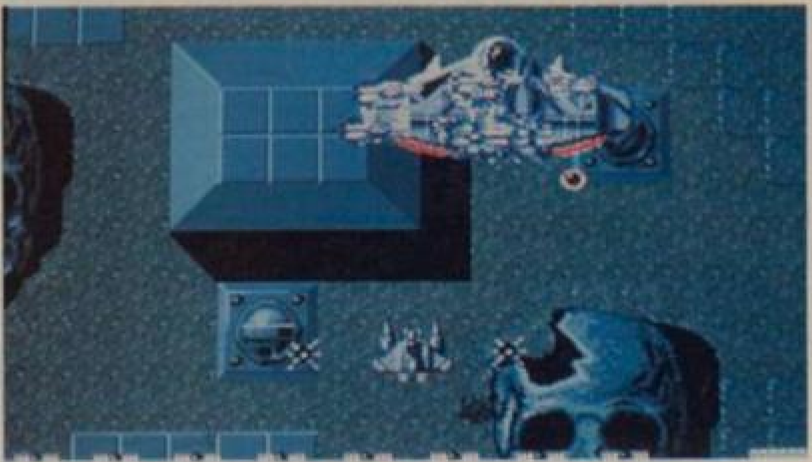
READYSOFT

If you're into the cartoon-quality capers shown in games like Dragon's Lair and Space Ace, then you're no doubt going to flip over this latest Readysoft offering! Featuring the same combination of brilliant graphics and sound, Dragon's Lair 2 - Timewarp looks and sounds a treat. Unfortunately, from what we've seen of the finished product, the limited interaction of its older brothers once again rears its ugly head. Watch out for the comprehensive review in the next issue of C+VG.

RELEASE: AMIGA, ST, PC, OUT NOW
PRICE: £44.99







BATTLE STORM

TITUS

Apart from the tepid Fire and Forget 2 (the Master System version was pretty good though), all's been quite at Titus. Now they're set to blast back with a new eight-way scrolling shoot 'em up, and from the looks of it, it could be a bit of an eye-opener! Featuring pretty decent extra weaponry and plenty of mother-ships to blow into oblivion, this offering does look pretty promising. Watch out for a review in C+VG soon.

RELEASE: AMIGA, ST, PC, JAN/FEB.
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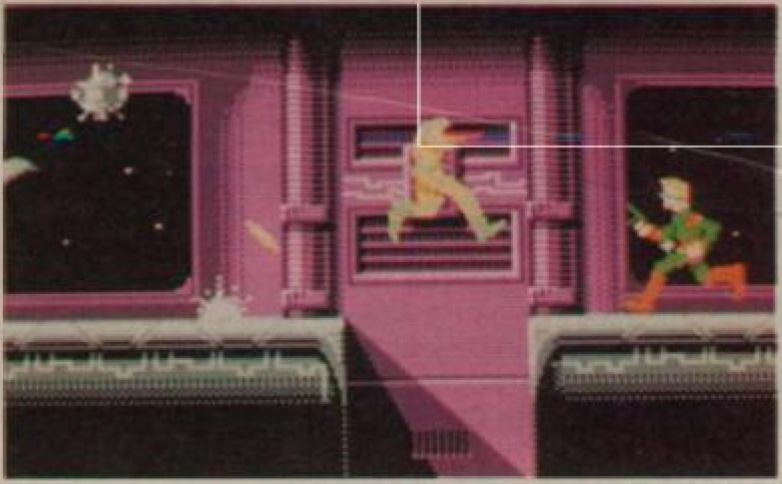
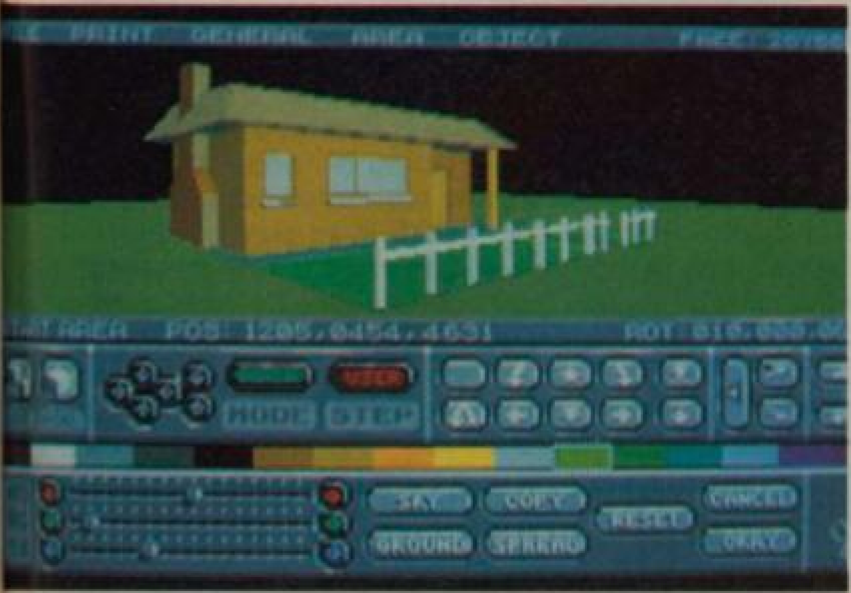
SPACE ACE

MOTIVETIME

It looks like Motivetime have scooped a whole load of Sullivan-Bluth licenses to convert onto the consoles, as they've just about finished a Nintendo version of the old laserdisk arcade game. Funnily enough, this Amiga version looks rather similar to the NES conversion of Dragon's Lair, replacing the cartoon quality graphics with horizontally scrolling action. As yet the quality of the game is unknown, but rest assured, as soon we have more, we'll pass it along.

RELEASE: AMIGA, NINTENDO, JAN/FEB
PRICE: TBA





3D CONSTRUCTION KIT

INCENTIVE/DOMARK

Remember Freescape (TM)? The system used to create Driller, Dark Side, Total Eclipse and Castle Master? Well, those wacky funsters at Incentive (with a little help from their friends at Domark) are about to unleash a construction kit that allows you to create 3D environments that you can use in your own games, or even create a strange new world to explore and change at your own leisure! Sounds a bit good, eh? If the speed of the polygons is up to scratch, this could be a bit special, and no mistake!

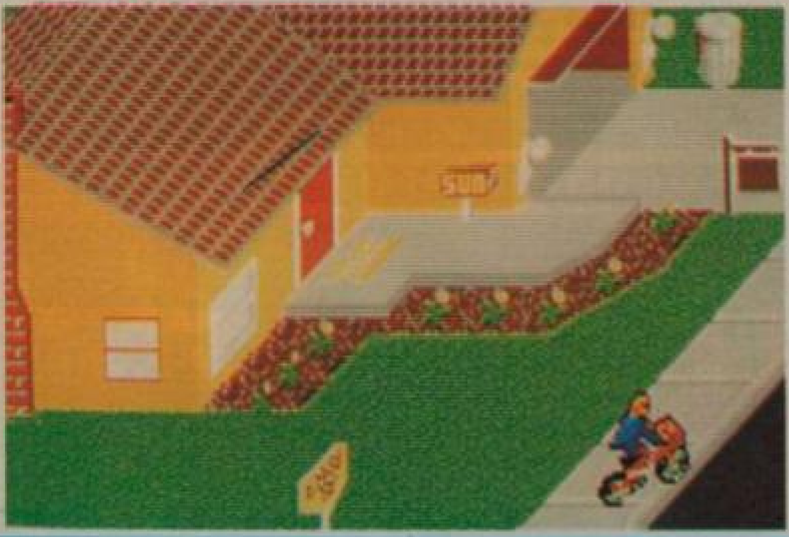
RELEASE: ALL FORMATS, LATE JAN/EARLY FEB
PRICE: £24.99 AMIGA, £19.99 ST, 8-BIT PRICES TBA

PAPERBOY

MOTIVETIME

We've seen conversions of this old Atari chestnut on just about every computer and console available - bar one. But now it seems that Motivetime (again!) are just about ready to unleash their conversion of Paperboy on the Megadrive! As you can see from these shots, the game isn't shaping up that badly at all, although the graphics look decidedly similar to the Amiga version. Let's hope the programmer manage to cram in all that fabbo sampled speech!

RELEASE: MEGADRIVE, TBA
PRICE: TBA

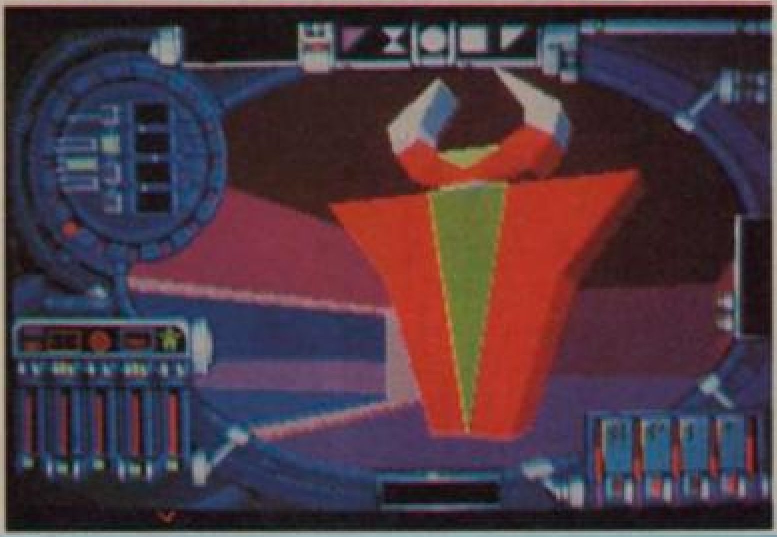


CYBERCON 3

US GOLD

The latest in US Gold's long line of "new age" games is Cybercon 3. Programmed by the Assembly Line (responsible for the likes of Vaxine, E-Motion and 16-bit Exterminator), this 3D adventure features amazingly fast graphics that seem to be even faster than the superlative Damocles! There promises to be plenty of puzzling excitement on offer here, as the player attempts to shut down a computer that's gone totally berserk!

RELEASE: AMIGA, ST, EARLY '91
PRICE: £24.99

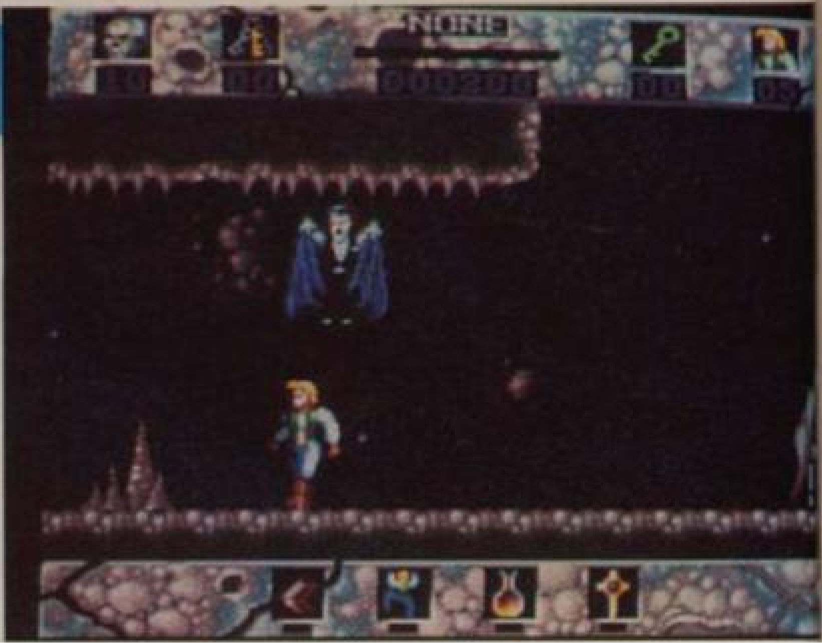


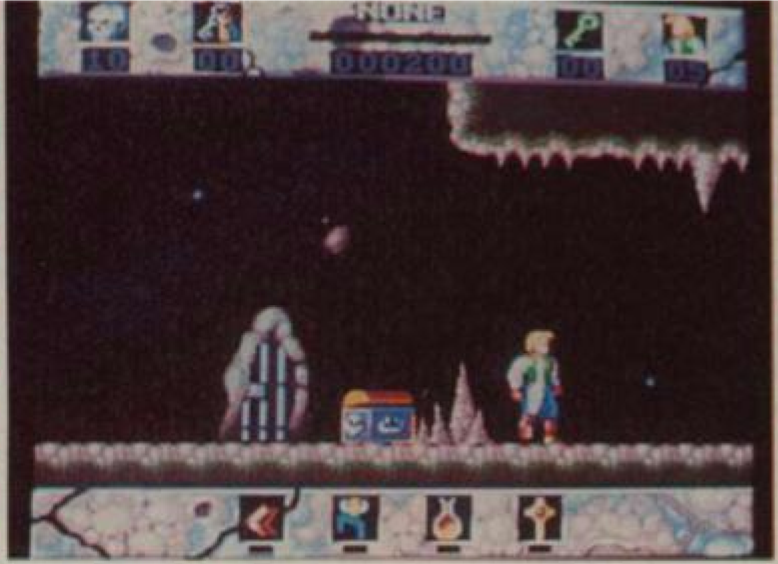
HORROR ZOMBIES FROM THE CRYPT

MILLENNIUM

Ooohhh! Spooky! After the cracking James Pond, Millennium are set to hit 16-bit screens with the scream-tastic Horror Zombies from the Crypt! You take control of a real hero that braves the darkest and dankest corners of a haunted castle, dealing with any zombies or vampires that cross your path. The graphics look really special with some brilliant animation - when your main character bites the dust, his head turns green and explodes! Millennium have been releasing some top-notch gear, and who knows? Horror Zombies from the Crypt should keep up the tradition!

RELEASE: AMIGA, ST, JANUARY
PRICE: £24.99



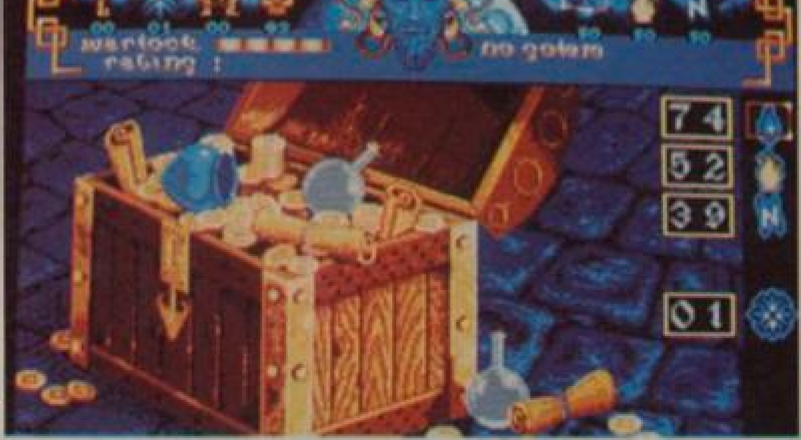


WARLOCK

MILLENNIUM

Remember Druid, that magical Gauntlet clone released aeons ago on the C64 courtesy of Telecomsoft? Well, Millennium have dusted down the original game, spruced it up a little and are now ready to unveil the 16-bit versions! But there are a number of differences. First of all, Millennium have added plenty of atmospheric presentation screens, and the choice of playing in the original landscape, or in a whole new, bigger castle, with lots of new spells to conjure with. Check out the C+VG review in a couple of months for the real spiel!

RELEASE: AMIGA, ST, FEBRUARY
PRICE: TBA



DRAGONS LAIR

MOTIVETIME

Flippin' 'eck! From the looks of it, a lot of journos over in the US have been going bananas over this NES conversion of the ageing laser-disk coin-op! Unlike the coin-op the action is displayed on a horizontally scrolling playfield, but it appears that there's still oodles of fabby animation crammed in! But that's not all! Motivetime have also announced a Gameboy version called Dragon's Lair - The Legend. As soon as they send us the finished carts, we'll let you know just how good this interpretation is.

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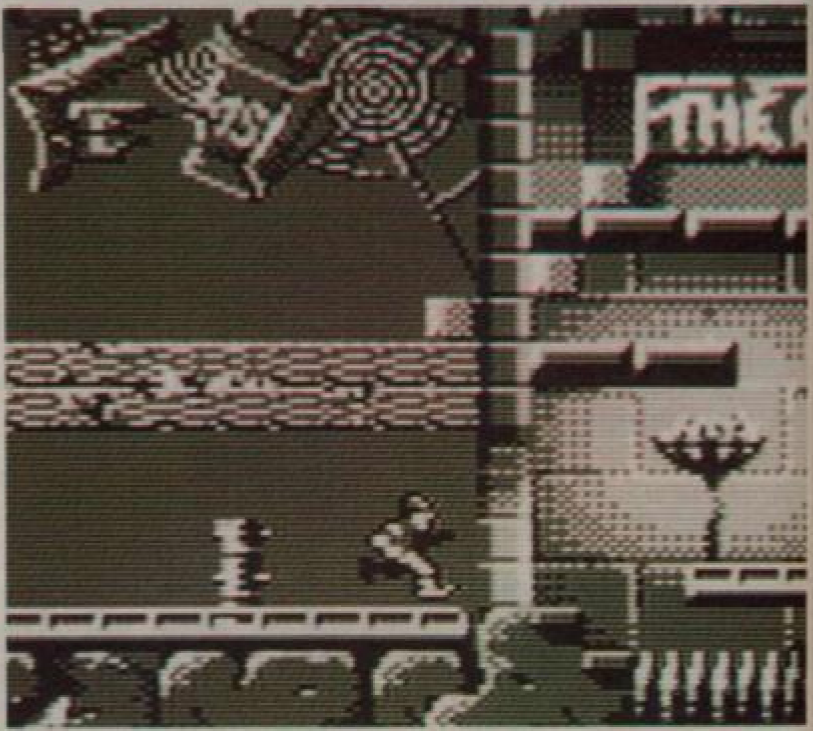

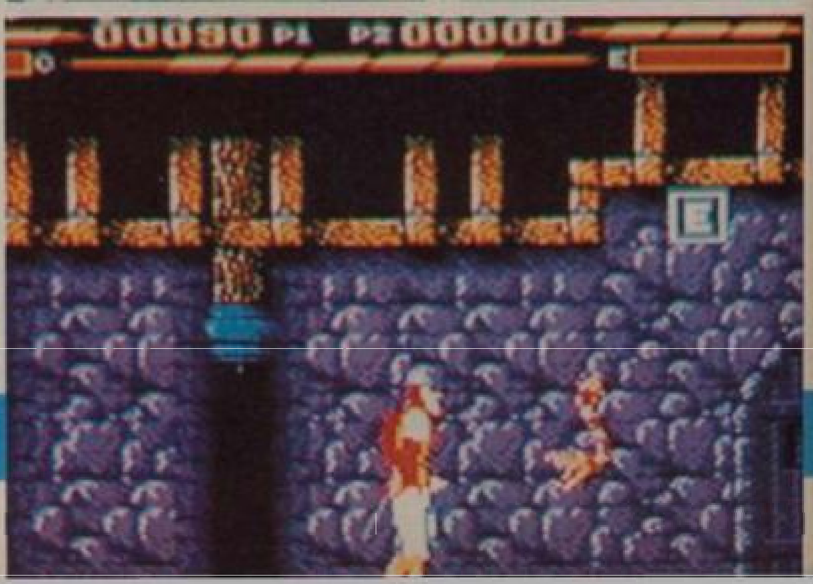

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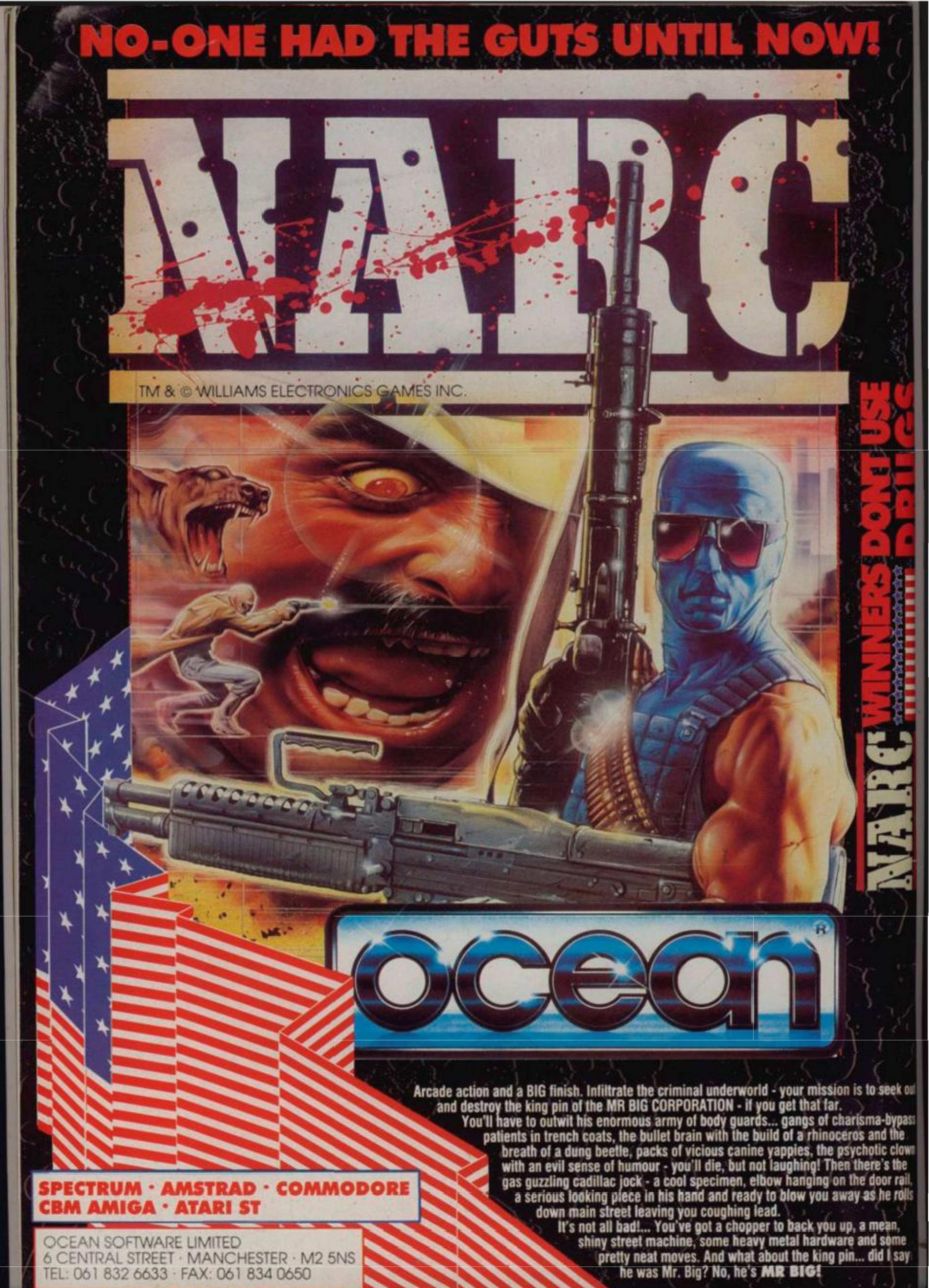
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